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# ZZAP! 64



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# INSIDE ZZAP! No. 81

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# STUFF!

## NEWS AND PREVIEWS AND LOTS MORE TOO!

## FAT CHANCE! — ZZAP! GETS A NEW EDITOR!

At last I have the power! Ooooh yes! This is the life, putting my feet up, eating countless cheese baps and watching Star Trek. Erm, no way! Look what it did to Stu. Yes, he was rushed into Ludlow hospital's geriatric ward with severe stomach pains. In this vulnerable state he succumbed to Sega games, edited our sister mag Sega Force before defecting (tut tut!) to Sega Pro.

So now I'm in charge of ZZAP!, telling Staff Writers Ian Osborne, Lloyd Mangram and Corky Caswell what to do (and where to go!). Sadly Sega Force swiped the delectable Claire Morley — while ZZAP! got the not-so-delectable Corky! But, as in this ish, you'll probably still see the odd contribution from Claire and the other Sega Forcers.

So how will all this affect ZZAP!? Well, not a lot. I hope to maintain the same high editorial standards as before with accurate, informative reviews, the latest news and previews, all your fave regulars, plus some new features.

One of these is a regular public domain column (starting this ish!) — as requested by many readers. I've got quite a few other fascinating projects (and hankies) up my sleeve for future months — you'll have to wait and see!



**Phil King**

## AT LAST, IT'S CORKY!

After compiling the ZZAP! tips and arcade round-ups for the last few months, Mark 'Corky' Caswell has finally officially joined the ZZAP! fold and left CRASH — which he's worked on for an incredible four-and-a-half years! If you don't know him well enough by now, here's his profile...

### MARK 'DEATHLOCK' CASWELL



Known as Corky to his friends (and sir to anyone under 5' 5" tall), Mark is 27 years old (the OAP of the ZZAP! office) and hails from Slough (an obscure town in the south with possibly the worst footy team around). He is totally bonkers and enjoys bopping around the office to James Brown, picking fights with innocent filing cabinets and drinking enough coffee to float a battleship. He thinks his reviewer's head with the green face (that's what our coffee does for you) and bolt through the neck is far too flattering, and should be changed to reflect his true self (if that happened ZZAP! would be banned from the shelves — Ed).

His major aim in life is to go on a blind date with CRASH Ed, Lucy Hickman (good God, that'd be more like a blindfolded date! — Ed) or failing that, Marina Sirtis (Counsellor Troi from Star Trek: The Next Generation). Mainly because they both wear short skirts and have big… erm, eyes.

His hobbies include taking the pee out of people, collecting comics (especially Star Trek, Deathlock, She-Hulk and Deathshead) and listening to most music. Favourites include Kraftwerk, Camouflage, The Doobie Brothers, Gary Numan (with and without Tubeway Army), Bauhaus and Queen. He is also famed (and cursed) around the office for wearing eye-warping shirts. His fave C64 games include *Dropzone*, *Smash TV*, *Hudson Hawk* and *Speedball 2*.

## On the ball

Grandslam also have two sports sims lined up for 1992. ***Liverpool***, surprisingly enough, is a football game based on the legendary Merseyside team — no, not Tranmere Rovers! Grandslam are promising 'a new viewpoint for a soccer game' — just when you thought you'd seen them all! The game will also feature League, FA Cup and European competitions when it kicks off 'before the end of the season'.

If you like dressing up in baggy trousers and polo-neck sweater ***Nick Faldo's Golf*** should be right down your fairway. Programmed by Arc Developments the game will include a training section based on Faldo's training videos and should tee off sometime in late summer.

## Dam it!

Finally, after *Creatures* and *Lemmings* comes possibly the cuddliest computer game yet: ***Beavers***.

Jethro Beaver is the hero of the piece. He's had his girlfriend stolen by the evil fox gang — she's obviously a foxy lady! Eager beaver Jethro goes straight to the rescue, journeying through four levels — each divided into four subsections inhabited by hostile wildlife.

Level 1 is the evergreen forest with pine-throwing raccoons — knocked out of their trees by shaking the trunks! More friendly animals include turtles and leaping salmon which can be jumped on to traverse rivers

## GRAND PLANS

Grandslam Video are starting the New Year with a bang, with four exciting releases in the pipeline. Most imminent is ***Die Hard 2***, the conversion of Bruce Willis's explosive movie. If you haven't seen it yet, here's a resumé of the ludicrous plot:

Terrorists have taken over an American airport at Christmas time, stopping the airplanes circling above from landing anywhere — yes, America has only one airport! American special forces are sent in to deal with the terrorists but, in fact, are traitors in league with them — no-one spots this as the blue bullets they fire at the terrorists are blanks! The terrorists themselves want to free a drug-running South American dictator. But they didn't reckon on the presence of John McClane (Bruce) whose wife just happens to be onboard one of the planes!

Okay, so it was panned by the critics, but it's still one of Markie's favourite films! And there's certainly plenty of action, translated onto the C64 in the form of five levels, including a luggage hall battle, a snowmobile chase and an epic on-the-wing plane struggle. In between each of these is one of several mind-boggling subgames such as air traffic control, fingerprint matching and radio communication.

The game is being programmed by veterans Tiertex, the team behind countless US Gold coin-op conversions, including *Thunder Blade*, *Last Duel* and *Strider*. Watch out for the ZZAP! review next ish.




## THE HEAT IS ON!

Remember *Ivan 'Ironman' Stewart's Super Off-Road Racer*? Well, the sequel to this high-scoring gem is coming to a Commodore near you — soon!

Again from Storm, ***Indy Heat*** is based on a Grand Prix-type race and features up to three-player simultaneous action. Like most *Super Sprint*-style games, the control method is a little tricky until you get the hang of it, though with more than one mode of joystick control on offer you should find at least one of them to your liking.

Gameplay is very similar to that of its illustrious predecessor (though thankfully without the ridiculously long title), with four cars on the circuit at a time, prize money for the successful, and the now-standard shop menu where you can upgrade your machine. The track is viewed from overhead, but the scenery and vehicle sprites are in 3-D — sounds awful, but it does work on screen.

The graphics are bold and colourful, with each of the small car sprites a different colour. Hitting the sides of the track too often, results in the inevitable pit-stop, where your car is worked on by a team of soldier ants — sorry, mechanics. Well they had to be small I suppose, but this doesn't stop them looking very effective! Not that I envy their job — dirty tricks include running over the other team's pit crew for a laugh!!! Jeez, *Continental Circus* was never like this!

With ten circuits on offer, *Indy Heat* should keep you going for some time when it appears in late February, priced £11.99 cassette, £15.99 disk. Watch this space for further details, as ZZAP! always takes pole position and leaves the opposition eating our exhaust fumes!




and waterfalls. Logs can also be used for this purpose with Jethro outstretching his arms to balance.

Subsequent levels take Jethro to the winter forest with snowball-throwing white rabbits (only visible in the snow by their eyes and ears!) plus slippery ice to slide on. Lumber yard valley has saw blades, conveyor belts and falling logs, while the fox caves have plenty of rock-wielding foxes, dangerous ravines and pools. They also contain a disused goldmine with an old rail track — this is the scene for a manic chase with Jethro and the pursuing foxes both riding rail trucks!

Of course, where there's beavers there's bound to be dams. Here they link the level sections: in a subgame Jethro takes to the water, avoiding deadly turtles, piranhas and alligators.

It all sounds and looks great fun with some hilarious cartoon animation as the furry hero gnaws trees, digs holes, cries (!), balances and gets a huge lump on his head when hit by falling objects!

Due for an Easter release *Beavers* is being programmed by Arc Developments, well known for classy coin-op conversions such as *Forgotten Worlds* and *Crackdown*.

## RUBICON RELEASED!

Many readers have enquired about the whereabouts of ***Rubicon***, the excellent shoot-'em-up which earned 88%, when reviewed in ZZAP! Issue 77. Well, the game has only just been released by 21st Century Entertainment, priced £10.99 cassette, £15.99 disk.

I know ZZAP!'s always on the ball, but I think we were just a bit *too* fast on this occasion! So for those of you who missed the original review here's a summary:

It's May 2001 and a Soviet (shouldn't that be 'Russian' now?!) powerplant has gone into meltdown on Koala Island. The radiation leak has affected the local wildlife all around, mutating the animals into horrifyingly evil beings with human intelligence! Worse still, they've been investigating some mothballed nuclear weapons.

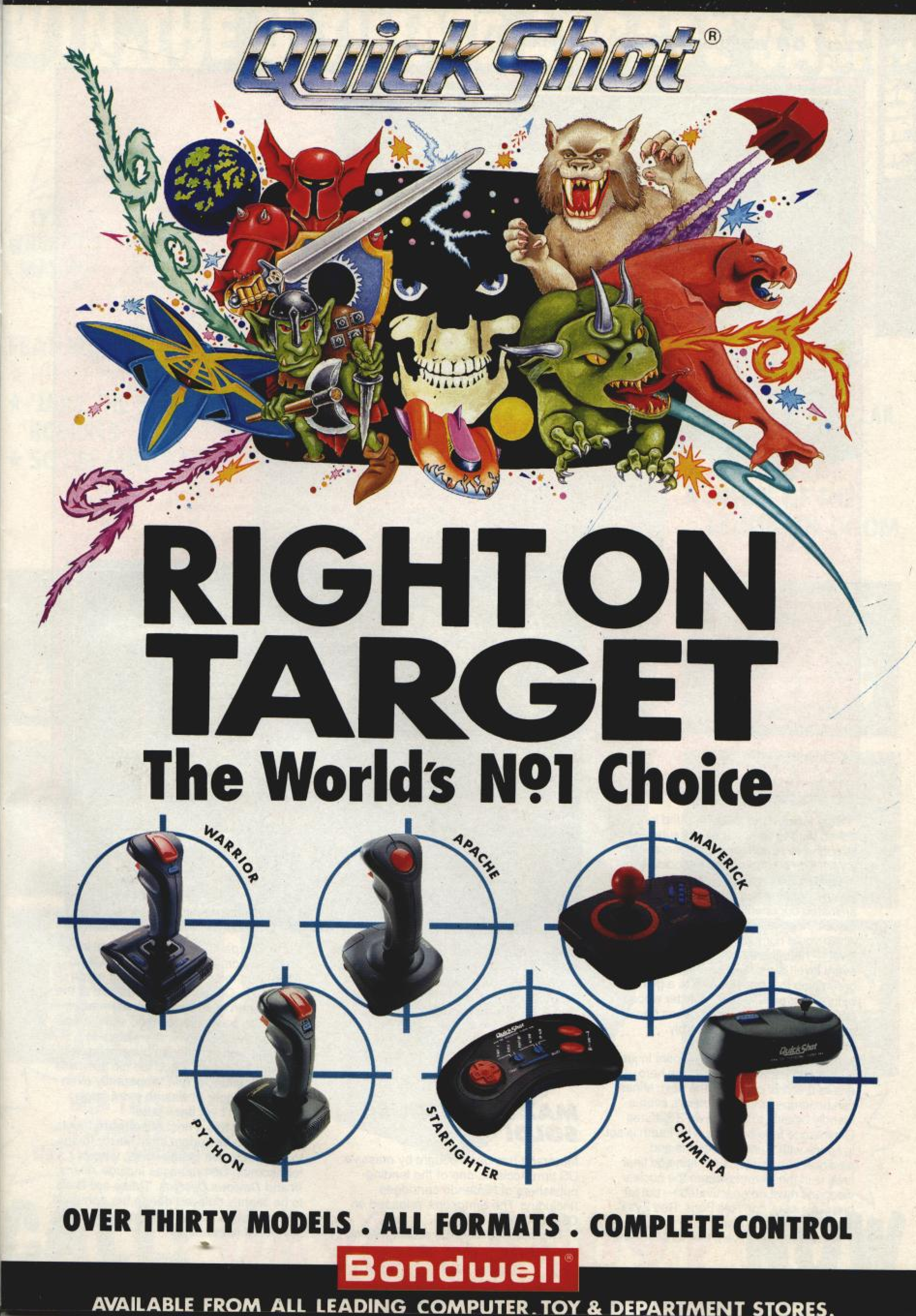
## FAN-TASTIC THALAMUS!

To coincide with the release of the excellent *Winter Camp and Creatures 2*, Thalamus have announced the launch of 'The Thalamus Fan Club'. Members will receive a regular newsletter and offers on Thalamus merchandise such as watches, T-shirts and badges.

Thalamus supremo, Dave Birch commented, 'We have had a core of faithful fans collecting all of our past 64 releases, regularly ringing in for news on new games and release dates. To satisfy this demand we have decided to set up this club and keep our fans up to date with our ever-changing product schedule.'

For further information write to *The Thalamus Fan Club, 1 Saturn House, Calleva Park, Aldermaston, Berks RG7 4QW*, or ring 0734 817261.




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## POTSWORTH & CO

I must be showing my age 'coz Potsworth And Co is apparently a very popular children's TV show, I've personally never bleedin' well heard of it. But Hi-Tec are on the verge of releasing ***Potsworth And Co*** the computer game on their Premier label at £6.99.

For those people (like me) who say 'who the hell's this Potsworth character when he's at home', here's a quick summary. There's a land where everyone's dreams, both good and bad, become reality. This place is called the Dream Zone.

The canine hero and his human pals Carter, Keiko, Nick and Rosie all meet up in the Dream Zone once asleep and take part in many adventures (not unlike Jamie And The Magic Torch).

In this most excellent adventure the king of the Dream Zone, the Grand Dozer, has a big problem. He's suffering from a bad case of insomnia, he just can't get a decent night's sleep. If this continues the Dream Zone will soon disappear.

The Grand Dozer's arch enemy is the Nightmare Prince (boo, hiss), and he holds the 'Potion Of Slumber', the only thing that can help the wide-awake monarch. The question is how do Potsworth and pals trick the Nightmare Prince into handing over the potion.

The game contains five levels, with each of the five heroes and heroines taking part in one level each. Rosie is trapped in the Cave Zone on Level One, her task is to assemble a ghetto blaster and free a Stone Giant (stone deaf giant by the time he hears the ghetto blaster, I'll bet).

In Level Two Nick has to search the Super Dooper Zone for a magic poppy, and also climb to the top of the Suspire State Building. Potsworth enters the Candy Zone to find six cocoa beans in Level Three, and Carter has to paint a picture ('if a picture paints a thousand words be do, be do, be do') (shut up Corky — Ed) on Level Four. Finally in Level Five, Keiko has to venture into the Carnival Zone to collect five mystical arrows and a dollar bill.

Will the gang manage to beat the Nightmare Prince and help King Dozer? Find out soon when *Potsworth And Co* hits the shops. Full review next ish.




Step forward the muscle-bound long-haired hero to save the day by running through five superslick-parallax-scrolling levels. The scrolling stops periodically (as in *Golden Axe*).while the hero blasts energy-draining mutants. Beautifully animated opponents include fast-moving globes, huge jellyfish and mega-monsters which you'd normally expect at the end of a level — here there are several throughout every level! Stu's favourites were 'a huge green blob that transforms into a giant before your eyes, a pink monster whose pounding fists shake loose debris from the ceiling, and a couple of superbly engineered walkers.'

After braving the Arctic outdoors in just a T-shirt and jeans on Level 1, the hero enters a sort of castle for the next. Mines can be jumped over and there's even a friendly beastie to ride! Level 3 features Gigeresque face-huggers. The fourth is set in space with floating platforms and electrical beams, while the fifth and final level is in the caverns where the nuclear weapons must be deactivated — but for heaven's sake don't tell Boris 'Red Eyes' Yeltsin where they are!

As well as three lives, the hero has one continue-play — levels are multiloaded but there's a neat running man animation while loading and a slick game intro with pics of the programmers. And there's a superb Maniacs Of Noise soundtrack playing throughout all the levels.

As Phil said in the original review, *Rubicon is a 'professional product positively oozing quality.'*

## MAXWELL HOUSE SOLD!

Mirrorsoft has been bought by massive US firm Acclaim, one of the leading publishers of Nintendo cartridges (including *The Simpsons*, released on C64 by Ocean).

This move follows the recent placing of Mirrorsoft, part of the Mirror Group, into 'financial administration' (a sort of legal limbo) and most of its staff being made redundant. Of course, this was due to the timely death of Robert Maxwell — when he tried to walk on water and sank, it was sure to take a while for the waters to clear! As well as pilfering his employees' pension fund, Cap'n Bob left his business empire in financial ruin. Apparently even his grave digger (it was an extra-large grave!) hasn't yet been paid!

Mirrorsoft has a host of software labels, from the 16-bit budget label Mirror Image to the innovative Imageworks, whose forthcoming C64 releases include *Aliens III* and *Devious Designs*. These are likely to be slightly delayed due to the upheaval, but watch this space for more news as soon as it happens!

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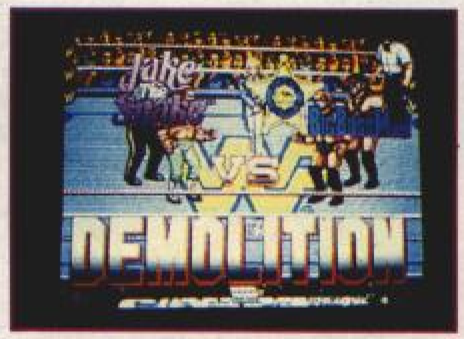

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# ZZAP! MEGATAPE 25 instructions!

## Wot's on!

**A**
- GRIBBLY'S DAY OUT (full game)
- BATALYX (full game)

**B**
- NYTHYHEL PART ONE (full game)
- NYTHYHEL PART TWO (full game)




**Phwoar! It just gets better doesn't it? Two more stunning Sizzlers on this month's marvellous Megatape: Andy Braybrook's classic *Gribbly's Day Out* and Jeff Minter's totally mad but brilliant *Batalyx*. Watch out for more award-winning games next month!**

## GRIBBLY'S DAY OUT

(21st Century Entertainment)

### Scenario

Welcome to the planet Blagbor, home of Gribbly Grobbly, one of a race of creatures who have developed their brains to such an extent they can move by thought power alone. In this exotic world the younger Blabgorians, known as Gribblets, lead a carefree life and can be found playing behind the rocks, over the lakes and on the mystical floating islands.

The hills around are infested with more primitive creatures who are out to carry off the Gribblets, and Seon, an insane and wayward Blabgorian, is lurking in the psi web in the sky. Can you herd the Gribblets to the safety of the cave in time?

### Controls

Use a joystick in Port 2 and move it left or right to pass through the introductory screens, or press fire to play. The second introductory screen gives instructions on setting the real-time clock.

| ACTION | RESULT |
|---|---|
| **On the ground:** | |
| Joystick left/right | Bounce left/right |
| Joystick up | Levitate |
| Fire | Pick up/Drop Gribblet/Blow bubbles |
| **In the air:** | |
| Joystick left/right/up/down | Levitate left/right/up/down |
| Fire | Blow bubbles/Switch web controls |

### Getting Started

Gribbly materialises beneath the cave where you must hide the Gribblets. Let him float to the ground and then bounce left to find the first Gribblet. You may also encounter a pulsating psi-grub to boost your psi energy. Settle on the Gribblet, and press the fire button. Bounce back to the cave, levitate to a ledge and deposit the Gribblet by pressing the fire button. The music will play if you have found a safe ledge.

When you encounter an alien life form, bubble it by pressing the fire button. You will gain extra points for each one destroyed. Remember that if you allow the life forms to develop and mutate they'll carry away your Gribblets. You can collect at most eight Gribblets from each screen. Sometimes some Gribblets will be carried off irretrievably. When you've saved the last-but-one Gribblet the psi web will power down and you must seek and collect the final youngster before Seon gets to you.

New screens are selected partly in relation to your previous performance.

### Controlling The Web

When levitating it's possible for Gribbly to



alter the status of any part of the psi web, providing a control is available. The web is arranged in triangles, and within most triangles is a cluster of three cross-shaped controls. A web section can be activated or deactivated by hovering Gribbly over the relevant control and pressing the fire button.

Do not try to bubble while levitating near controls, as you may put a web up in front of Gribbly.

### High Scores

To enter your name in the Best Score window scroll the alphabet using your joystick up or down and press the fire button to select the letter required.

### Equipment Adjustments

| | |
|---|---|
| F1/F2 | Set/Start clock |
| F5/F6 | Increase/Decrease Music Volume. |
| F7/F8 | Colour/Black and White video |

**After F1:**

| | |
|---|---|
| F3/F4 | Increase/Decrease Hours |
| F5/F6 | Increase/Decrease Minutes |

### Credits

Designed and written by Andrew Braybrook.






# BATALYX

**(Llamasoft)**

Instructions by the marvelous, mechanical and inimitable Jeff Minter...




### The Obligatory Pseudo-Sci-Fi Bit

A mighty Empire. A darkened Galaxy. Thus was the situation with the combined might of the Irata/Zzyaxian empire enslaving sentient life across known space. Barely a free world glimmered in that evil night. Not many — but to those that believed, enough...

For there were those who would be free, who dreamed of shaking off the black Imperial mantle and restoring freedom to the enslaved worlds. A band of brave rebels (just like Star Wars this bit) hunted by the Imperials but sufficiently strong to avoid eradication.

Upon a secret Rebel world, hidden in the dark recesses of the Metadonkey Nebula, some of the finest minds of the Free Species came to form what was known as Project BATALYX (after the home-sun of the plan's shaggy originator). The plan was daring: a raid on the Imperial capital planet of Zzyax Prime. Smash the Imperial hold on Zzyax Prime and the Empire would fall like a headless Rigellian Glzzurkka-antelope.

Before the Zzyaxians took it for their own, Zzyax Prime (then called K'ghokka-K'ghowla) had been a planet of peace and powerful magic. (actually it was just really really advanced technology but to us it would have looked like magic). The Free Species intended to send a task-force to Zzyax with the intention of reactivating some of the ancient magical structures. With the Power once restored, the Zzyaxians could be made to flee by trained Rebel Wielders of the Power.

There were three main mission objectives. The legendary Iridis Base was said to be responsive to selectivity directed streams of prismatic photon energy. Once reactivated the Power would flow through the giant pyramid in a laser-bright beam, re-emerging in a giant prism of radiance.

Then there was the synchronisation of the 8 levels of the Great Psionic Generator of Dhi-O, once the spheres of all 8 levels were aligned, legends told of 'a really really decent sort of bonus'.

Finally there was the reactivation of the Megatapsionic Power Wave Guide Channel (or 'grey corridor' as it was jokingly known). This could be achieved by a specially-enhanced Psi Operative just touching the sections and thinking really hard.

Unfortunately the Zzyaxians were well defended. (They'd better be or you'd have nothing to BLAST, huh?). They planted Hallucin-O-Bomblets in orbit. They realised just how much the Human members of the Free Species loved those damn camels of theirs, so they made gigantic Robot Camels and turned them loose in the manner of that ancient battle on Earth, millennia ago. So it was that the humans had to jump in their ships and fire at camel-shaped things although it was entirely against their better judgement. Within the Grey Corridor they released Iratan PsiSats to ricochet off the walls, distorting the psi-sensitive matter within into unpredictable and possibly lethal configurations.

The plan involved a group of Master Psi-ops. They would enter psionic linkage with members of the task force, leaping from mind to mind as was necessary. Thus a Psi-op could, by vectoring his empathy, be controlling a reaction-mass probe against Hallucin-O-Bomblets one moment, then seconds later switch to the mind of an Ancipital patrolling the Corridor, then to a Human pilot flying against the dromedroids...

Such a scheme required that the Psiops have really mega minds. They'd have to keep track of a multitude of different strategies, flicking from one to the other as necessary...

...which brings us nicely to the game.

**CRITICAL RAVE**

'The best Minter game program to date... the five separate sub-games and pause mode all combine to make an excellent and incredibly absorbing game.' — Julian Rignall. 'The game is so easily underestimated and takes quite a lot of play to realise its strategic qualities... a perfect proportion of tactics and mindless blasting.' — Gary Liddon. 'One of the most impressive programs I've seen on the 64... the whole game is packed with original touches... *Batalyx* is a perfect example of Jeff Minter at his best.' — Gary Penn.

### Options Screen

Once you've loaded the game it'll be sitting on Options screen. Now's the time to plug that Joystick in Port 2. Press FIRE a few times. Ooo, that's pretty isn't it? But nothing whatever to do with the options so leave it alone for now.

Pressing F1 sets the game level — effectively, the length of game you'll play. Level One lasts for over an hour, while Level Five only goes on for about five minutes.

Pressing F3 toggles the Stroboscopix on and off. I love strobo fx, but if your eyes are tired, or you've a headache then you can turn them off. Mind you if my eyes were tired or I had a headache I wouldn't be playing a video game. But there you go.

When the above options are set to your satisfaction, you can enter the game of your choice by pressing keys 1–6 according to which of the subgames you want to play. (Even within a subgame, you can jump instantly from one subgame to another by using those keys. The game remembers your position within each subgame and restores it when you return). Selecting a game from the Options screen starts play at the selected level. When playing, you can



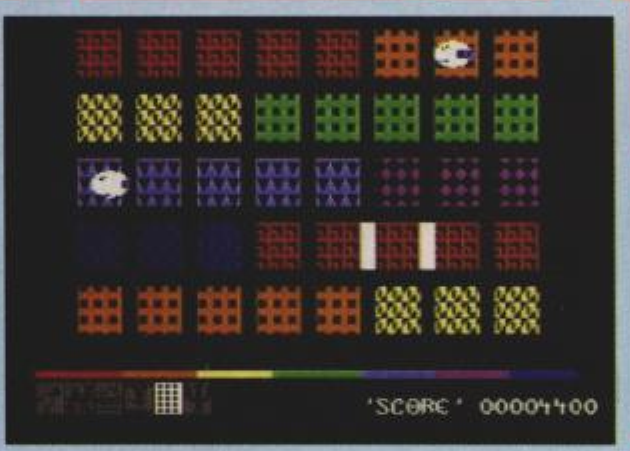



finish the game in progress at any time by pressing F7.

### The Display

The upper bit of the screen displays the action of whatever subgame you're in. The lower bit I'll explain now:

There's a long skinny horizontal rainbow line above the score and icons, right? That's the game timer. It ticks away and once it's gone the game finishes. It also represents game difficulty. If you enter a subgame when the timer's full, that game will be set on EASY. The later you enter a subgame, the harder it'll be to play. The moral of the story is that you should do the bits you find hardest early in the game.




Below that on the left are six little boxes. These little icons represent subgames 1–6 as follows: 1 = Hallucin-O-Bomblets in space; 2 = AMC II (the Domedroids); 3 = the Activation of Iridis Base; 4 = Cippy on the Run (in the Grey Corridor); 5 = Resyncronisation of the 8 Levels (or Syncro II as we call it) and finally 6 = Psychic Swedish Massage (well Psychedelia is like Swedish-Massage-for-the-Brain, right?).

To the right of the icons is a space for more icons (the Completion Icons for each stage) and the score. It's up to you whether or not you want to go for a mega score, or all-completed Icons, or both. I did the hi-score on the numbers rather than the icons 'cos that was what people would expect. And the programming was easier.

### About Each Subgame.

I'll explain a little about each game, and a bit about the design of each bit too for those who are interested.

#### 1: Hallucin-O-Bomblets

You control a little robot droid attacking the Hallu... okay let's call 'em aliens then. You fire by leaning the stick in the direction you want to fire. Thanks to Newton, your ship is thrust in the opposite direction to bullets you fire. Thus you steer your ship by carefully firing in the direction you don't want to go whilst simultaneously trying to blap the aliens with your bullets.

Each time you blap an alien with a bullet, you get a little square added to the tally at the bottom of the screen. If you should blap an alien with your ship, (naughty naughty!) you have a number of squares taken off. So think 'bullets not ship', okay? When the tally reaches the right-hand side of the screen, it resets and you get a bonus and half the Completion Icon. Thus you need to do it twice to gain the full Icon.

The aliens change their flight paths and appearances according to the timer and the finest Minter traditions.

#### 2: AMC II

I'm sure this will need no introduction. Attack the dromedroids with your ship's bullets. Repeated hits on the camels weaken and eventually destroy them (strength being shown by the colour of each camel on the scanner). Hits on your ship by camels' bullets, or by flying into the camels, reduce your shields. You can get by a camel's leg if you fly low. The camels march towards the right-hand side of the scanner. If they reach it they're 'taken up' and an extra beast is added to the number remaining.

Your objective is to destroy all the dromedroids within the level, then warp to the next level. You get one quarter of the completion icon following a successful warp, but only if you clear all the camels. (You can warp at any time, even with loads of camels left.) Thus, you must clear four different levels to get the whole Icon. (To warp, just keep accelerating.) If you run out of shields, you're chucked down one level. The camel's bullets can be pretty devious. Watch out for those ones which stop and start. The higher the level you're on the more points you get for each camel.

#### 3: The Activation Of Iridis Base

You are sitting on the back of this Mutant camel, see, riding towards Iridis Base and attempting to activate it by displaying a carefully-vectored trail of phosphenes. Very simple, basically. Watch the Vector Indicator. The 9 pixels represent the 8 joystick directions and the FIRE button in the middle. The Indicator feeds you a vector, and you must respond with your joystick as fast as you can react. Your reaction time is measured and points awarded for being quick. Each time you're too slow, you lose a phosphene from the trail. If you lose all six you must do the sequence again. You have to do 100-step sequence; for each phosphene you bring through to the end of the sequences, you get one layer of the pyramid illuminated. When all levels are done you get your completion icon and the pyramid lights up.

Learn to recognise some of the pre-set sequences that crop up. Some are purely random but some are stored sequences. Watch the trail of spheres; when it gets close to you you'll need to press FIRE with your next vector. Actually, the game can be played watching only the vector indicator, but you'll find that watching the spheres helps you anticipate certain actions.

#### 4: Cippy On The Run

Cippy runs along a grey corridor. Wherever he walks, bands of rainbow light appear. The objective is to paint all the walls with colour. There are hostile spheres, however. They don't affect Cippy, but they change the colour of the wall sections wherever they hit. If Cippy walks on one of the changed sections strange things happen; he may be inverted, or made to jump, or teleported, or his grav changed, depending on the colour of the changed panel. Cippy fires out a stream of bullets which may be used to blap the spheres.

A scanner below the screen shows progress. You have to paint in all the grey bits allowing the spheres to claim as few bits as possible. Each complete corridor you do, you get a quarter of the Completion Icon. Every two phases there are Bonus Runs, with no spheres and a psychedelic Cippy. The game mechanic changes slightly on higher levels....

Cippy can run by pushing the stick left and right, and jump between surfaces by up/down. You can also execute a jump on the surface you're on by pressing fire. The bullets flow constantly and you can steer them with your motion. Watch out for the black holes with the red bits in.

#### 5: Syncro II

Here you see spheres bouncing about over a grid of coloured squares. By moving the joystick you can select any square you like (the selected square is bracketed by flashing grey). If you press the button and move the stick, the selected square can be made to 'rotate'. All squares of the selected colour assume such rotation.

The objective is to make all the spheres on the grid stop dead. The spheres' velocities are modified by the rotation of any square they pass over. Thus, to halt a sphere, you cause it

to pass over a square you've set up with a velocity exactly opposite to that of the sphere.

Halted spheres stay halted a finite length of time; eventually they drift, so don't hang about. Once all spheres are stopped, you get a bonus and go to the next level. Completing all 8 levels gives you the whole completion icon. On later levels you encounter invisible squares, too. These may be used just like normal ones; just that you can't see them!

**6: Psychedelia**

Well I was going to put a PAUSE mode in, but this is much better. When you need to, drop into SUB6 and relax. The timer stops and you can stay in the subgame until you've got your head together enough to play on. The controls are a subset of real PSYCHEDELIA allowing S = symmetry change and C = cursor speed. You can also use F1 and shift-F1 to change fore- and background colours.

### About the Game Generally

It's best to tackle those stages you find most difficult, early on in the game. The stages you're most skilful at can be tackled later on when the main timer is a bit closer to running out.

You can end the game in play at any time by pressing F7. This isn't a true abort, but an early termination (high-score checks are still performed).

If you leave the game in option screen for more than 30 secs, it will display a picture of Batalyx. To restore the option screen press any key.

Anyway, have fun playing it. So far when I play I usually go for completing as many icons as I can rather than taking a lot of notice of my actual numeric score, but that's a matter of taste anyway. You can, of course, just play each game as a game in its own right — play AMC for half-an-hour, say, and use normal scoring…

### Credits

*Batalyx* was written in about four months. A lot of the early design was done on a bus in Athens. It was developed using Merlin on an Apple IIe system hooked up to the 64. There is a secret message in the game, I'd be interested to see who can find it without resorting to hacking. Special thanks to the Laserium for coszmik eyeball stimulation and to Compunet for keeping me up till 3am every nite for three months, and also to MACH81, DDE86, GR3, ANTELOPE for sprites and of course COUGAR for his zarjaz graphic.



## NYTHYHEL

(The Guild)

Michael Burke (isn't he that newsreader chappie? — Ed) arrived at the offices of 'Paranormal Investigators' after receiving an urgent message from his friend, Johnathon Lancer. Michael was a close friend of the professors; being a journalist specialising in the supernatural, the professor was one of his best contacts. He knew Lancer to be a rational man, even though his profession might suggest otherwise.

He entered the office only to find it deserted and lifeless. An eerie silence hung over the empty room, which Michael surveyed with a critical eye. Though it was dark, the moon cast a milky white light — Michael saw nothing unusual. The professor's ornate desk dominated the front office. Michael switched on the table lamp, and selected a folder from an untidy pile.

A sudden chill came over him! He felt nervous — no, scared! Across the room was the door to the computer room, which was closed. Nothing unusual in that, but Michael felt drawn towards it. Unable to prevent himself, he walked over to the door and carefully turned the handle. It was locked! He pressed his ear to the door — nothing! Thinking no more about it, he returned to his seat. He didn't notice the shadows flickering in the light at the foot of the door. Returning to the folder, he noted that it bore the legend 'NYTHYHEL'. Inside was an official-looking file, some reports, and a diary belonging to the professor. An irresistible urge came over him (oo-er) — he opened the diary and read;

'It all began on the morning of November 19th. We had successfully completed the Delvin case and I was compiling my reports, when the postman arrived with a telegram…'

### What the Nythyhel d'you do?




● Stuck already? Here's a few tips to get you started. You start the game in the main office (see map).

1) GET then OPEN ENVELOPE to find something useful.
2) READ TELEGRAM — intriguing, eh?
3) EXAMINE DESK, then SEARCH DRAWER for another couple of interesting items. Don't forget to GET them.
4) Go SOUTH to the computer room.
5) OPEN CABINET WITH SMALL (key), then SEARCH it to find a note.
6) READ NOTE for your computer password; this is where Dr Steven's address can be found. (Just TYPE away.)
7) Go NORTH to the main office again.
8) Open the filing cabinet in exactly the same way as before, and take what you find.
9) EAST takes you out of the office. Too cold to go out? EXAMINE the hat stand…

If you're still stuck, send an SAE to Tony and he'll help you out.

### What next?

In this adventure, based on the supernatural, you play Professor Johnathon Lancer. Continuing the story read by Michael Burke, your task will take you deep into the strange world of the paranormal.

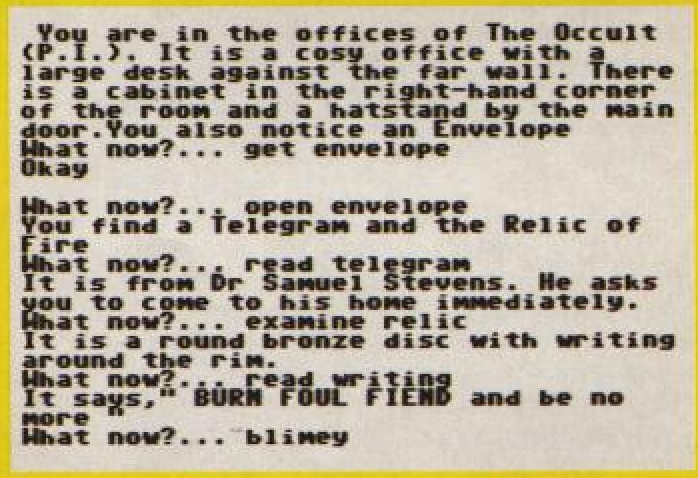
*Nythyhel* is a two-part adventure which accepts all the usual commands such as Search, Examine, Open, Look, Get, Drop, Wait, etc. Less usual ones include Read, Type, Talk, Say, Enter, Insert. (When conversing with another character, there's no need for speech marks.)

Two-word inputs are usually sufficient, such as GET COAT, or EXAMINE CABINET, though in places longer inputs are required — eg TALK TO DRIVER, or SHOW TICKET TO GUARD. There is also a Save Game option.

### Credits

Written and designed by Anthony Collins.






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# THE NEVER ENDING STORY II

## THE ARCADE GAME

## Linel, £TBA

Anyone seen the film? Well, Linel's conversion follows the tortuous plot with the hero Bastian chasing the evil sorceress Xayide through seven levels.

On loading you're greeted with an opening book, telling you about the plight of Fantasia. Accompanied by Limahl's haunting title tune, this is a jolly nice intro. However, you may get a little sick of it as it appears every time you die.

The first level features the Silvercity. Bastian (a tiny slip of a lad) walks through the market place, where lobster-like creatures (Stu thought they were moon-faced men! Alan said they reminded him of bits of orange peel!) suddenly appear out of cracks in the ground and try to grab him. They can be destroyed, when static, by shoving them into the sea or off platforms.

The indicator at the bottom of the screen shows the time left to complete the mission. Lose a life here and a large portion of Fantasia crumbles away. Escape the giant creatures and climb the rope waiting for you on the other side of the city. Sounds easy, but first you've got to find the blinkin' thing and all the streets look incredibly similar, so mapping is essential.

Level 2 is an extreme change of pace; no platforms here, just fast 3-D racing through a blocky canyon. Riding Falkor the friendly dragon, Bastian chases the fire-breathing dragon Smerg, trying to knock him into the canyon walls. Being struck by lightning, and touching the walls or floor, drains your energy — shown below along with Smerg's.



● Is it a bird? Is it a plane? No, it's a big purple flying thingy.

The third level is split into two parts, a general view of Castle Horok and a close-up view. With the help of some magic, Bastian starts to scale the walls, but is obstructed by rockfalls and fire.

Inside the tower, on Level Four, Bastian is attacked by giants, so he wishes for a spray can to defend himself (an Uzi would have been my choice!). Wait on each platform until five giants appear, then push the lever. Again the screen is divided into two parts, the top showing a side view of the tower, the lower section the platform from above.

### Horse jumping

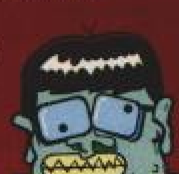
Level Five has Bastian on horseback, fleeing from the evil queen's spell through the Orchid Forest. Press fire to make the horse jump over obstacles.

Bastian tries to jump over the river, but is caught by the spell and, falling into the water, he must try and grab a branch while avoiding the hazards and dangers in the river. Watch your energy on this level!

The Final Conflict, and seventh level, pits Bastian against the evil sorceress herself.

Gameplay variation between the levels redeems this otherwise boring game. On having little success with finding the rope on Level One, I was just about to quit, when lo and behold I stumbled across it completely by chance! Level Two is such a contrast you'll have to have your wits about you.

Unfortunately, although extremely varied, none of the levels are very playable — and with the very high level of difficulty, interest soon wanes.





● Run up to the big brown baddie and give him a shunt over the edge.

***NES II*** offers lots of variety, but very little interest — the first level is incredibly boring, and the second just crap. Gameplay is always of a standard, seen-it-before nature, eg Level One is just a platform-and-ladders game where your task is to find the exit, avoiding the baddies en route. (I thought they looked like sacks of manure!) The second level is a crap driving game that plays just like *Buck Rogers*, and... I can't go on!

Perhaps the worst thing about it is the poor collision detection in Level One — be very careful when you jump, or that diddy little sprite of yours will fall off the edge of a platform even though he was nowhere near it!

*NES II* isn't a total disaster, just not very good. Uninteresting gameplay and crude execution make this a game that will only sell on its licence.



**PRESENTATION 70%**
Continue-plays avoid frustration initially. No two-player option. Nice presentation screens and intro.

**GRAPHICS 61%**
Unspectacular but a pat on the back for variation.

**SOUND 35%**
Good title track, but after that — zilch.

**HOOKABILITY 27%**
Difficult to find the rope in tedious Level One maze.

**LASTABILITY 59%**
Each level has a different type of gameplay, and there's certainly a big challenge — if you can bear to stick with it!

**OVERALL 48%**
A hotch-potch of crudely implemented game styles.

# well? ard!



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**well? what are you waiting for?**

**It's not just Jerry the mouse (from the crusty old Tom And Jerry cartoons) who's a rodent megastar. Maximus Mouse is back in the sequel to *Summer Camp*, this time as a Rescue Ranger. We sent MARK 'FURRY ANIMAL LOVER' CASWELL and a lump of very smelly cheese (work out which is which yourselves — Ed) along to Max's home to get the full story.**




● Learn to skate on Level One: waggle the joystick in time with Max's feet.

Useful items can be found along the way: bombs and snowballs can be picked up and lobbed while flags give much-needed extra time.

# WINTER CAMP

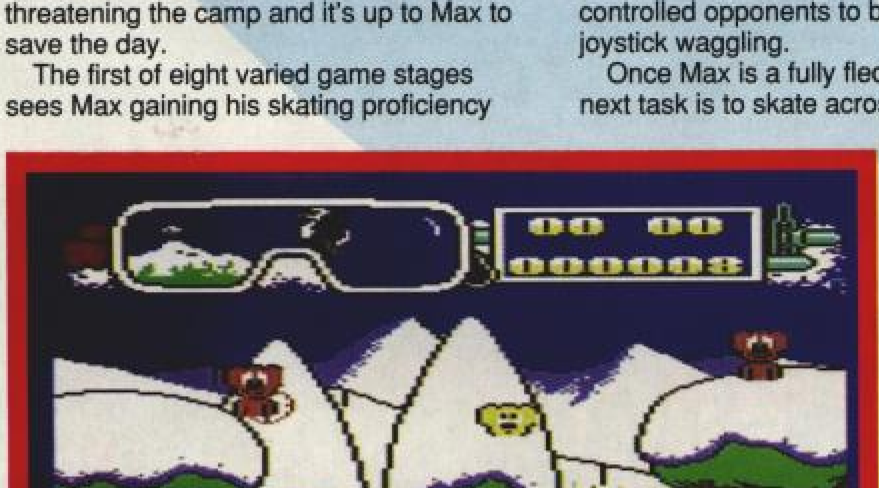
**Thalamus, £10.99 cassette, £14.99 disk**

Winter Camp takes Maximus from the sunny splendour of Camp Wottadump to the very chilly Camp Nice 'N' Icy. After his lunar escapades Max has been promoted to Rescue Ranger and he certainly has his work cut out for him. An avalanche (that'll be caused by a pebble dislodged by a passing bird!) is threatening the camp and it's up to Max to save the day.

The first of eight varied game stages sees Max gaining his skating proficiency certificate prior to starting his new job. There are three computer-controlled opponents to beat by gentle joystick waggling.

Once Max is a fully fledged Ranger his next task is to skate across the ice and rescue a set number of stranded creatures — indicated in the status panel above. Also shown is a timer, in the form of a bird.heading slowly towards a pebble on a distant mountain.

Max realises this will be the cause of the avalanche, but there are plenty of creatures and pitfalls out to stop him reaching the obligatory end-of-level baddie.




● The snowball fight — aim your cursor to knock those naughty teddies out of their trees!




● Tourists aplenty to rescue on Level Two. Get that brrom to knock away curling stones.

## Frosty the snowman

Stage Three takes Max to the river where his patrol is interrupted by a bunch of mischievous bears. A snowball fight ensues: Max stands facing the top of the screen, and in front of him are loadsa trees, teddies periodically popping up from behind them.

Max is provided with a crosshair and an unlimited supply of snowballs. In true *Operation Wolf* style he aims the snowballs to knock the bears out of the trees. But a word of warning, the red bears are a priority 'coz they lob snowballs back.

After being turned into a snowman, Max

It has to be said, *Winter Camp* really outclasses its predecessor. Not that *Summer Camp* was at all bad — John Ferrari did a great job then, creating a fantastic cartoon atmosphere (and a wonderful new hero), but even he admits there was a lack of action.

*Winter Camp* certainly corrects this, starting off with two brilliantly frantic skating scenes. I love the idea of learning to skate in the first stage, followed by hilarious slippery fun in Stage 2 with its fast, supersmooth scrolling and varied hazards. As in *Summer Camp* there are plenty of amusing graphical touches like Maximus being turned into a frozen block after falling down a hole in the ice.

Subsequent stages are drastically varied, requiring different gameplaying skills. Personal favourites include the *Op Wolf*-style snowball fight and that wonderful cavern scene where Clyde Radcliffe plays tunes on the icicles.

It's not just the slick presentation, gameplay variety and playability that impresses though! *Winter Camp* is much more than sum of its parts. It has a magical wintry charm that will warm your heart, reminding you of many happy days spent playing in the snow. Truly a winter wonderland!





● **Crikey, what aload of rubbish in this river — some of it's useful though.**

carries on with his patrol in Stage Four. This is another rescue mission, but this time paddling furiously in a canoe is the order of the day. Again the amount of creatures to be saved is specified, and Max can pick up handy items from chests floating in the horizontally scrolling river.

Upon leaving his canoe Max falls through the ice and winds up in the Ice Cavern of Stage Five. But an old friend is on hand to help: Clyde Radcliffe taps out a tune on the icicles hanging from the ceiling. It's up to Max to copy the tune played so that icicles fall down and make a bridge across a nasty ravine. (Remember the great Megatape demo?)

## Slippery slopes

Ski Patrol is Stage Six with Max donning a pair of skis and (yes, you guessed it) rescuing some more creatures. Again,



● **It's tune time with guest star Clyde Radcliffe from *Creatures*!**

speed is of the essence and Max must reach the end-of-level guardian before the avalanche. But make sure he pauses by lumps in the snow (madam), 'coz they hide items essential to survival (this is a tough old game isn't it, readers?).

But we're in the home straight now with Stage Seven. Max creates his own mini-avalanche when he trips up and goes hurtling armpit over foot down the mountainside, cocooned inside a snowball. There is no-one to rescue on this stage, just get to the bottom of the hill within the time limit.

Finally, Stage Eight sees Max climbing the mountain to retrieve the pebble that will cause so much aggro if left alone. The only trouble is, Max has to go through the big bird (no, not Big Bird from Sesame Street) to reach it. And this bird plays for keeps, so I hope Max has good medical coverage.



● **Cross-country skiing — if you see Prince Charles you know there's going to be an avalanche!**

## Winter wonderland

Being the new boy on ZZAP! I haven't played *Summer Camp*, so the sequel is a pleasant surprise. With eight stages the game will certainly take a long while to complete, but luckily isn't too frustrating — especially with the option to continue on the same level.

The sprites are surprisingly colourful (for the usually blocky C64) and the attention to detail is very impressive. The animation on Maximus and the other character sprites is hilarious — my favourite scene is the meeting between Max and Clyde. Sound is also noteworthy, a good rendition of 'Walking In A Winter Wonderland' accompanies the fast and franic action.

*Winter Camp* gets a big thumbs up from me, rush out and buy it this instant.



**PRESENTATION 92%**
Continue-level option means multiload isn't a problem. Nice interlevel scenes.

**GRAPHICS 94%**
Maximus is as cute as ever, undergoing some hilarious setpiece animations throughout the varied, attractive stages.

**SOUND 85%**
A jolly rendition of 'Winter Wonderland' and good FX.

**HOOKABILITY 94%**
Simple skating races are a nice introduction, followed by fun-filled skating proper in Stage 2.

**LASTABILITY 93%**
With strict time limits, the dramatically varied levels are certainly challenging enough, but frustration is avoided thanks to the continue-level feature.

**OVERALL 93%**

Get your wellies on, this is fun!

# TILT

**Linel, £10.99 cassette, £14.99 disk**




● If your balls fall down a big hole you're in big trouble. I'd steer clear of dodgy games and loose women, if I were you!

*Tilt* is a distinctly odd variation on familiar themes. There's a rolling metal ball, an exit, and a maze which must be manipulated to join the two. It's not that different in concept from *Pipemania* but made far more difficult by the fact the ball starts moving as soon as you start — and in one-player mode you have no control over the ball whatsoever. All you can do is move pieces of the maze around, much like one of those ancient sliding-block puzzles. Such puzzles are never easy, and as there are plenty of holes for the ball to fall down while you're working, it's extremely difficult!

## Ball control

Two-player mode allows a friend to control the ball's direction via keys, but needless to say this isn't the most exciting of things to do. Nevertheless using this method it is possible to progress — at last — and you could use this mode as a single player, diverting the ball at crucial junctions with a fair bit of skill — and luck!

Each labyrinth is different in layout and contains plenty of traps for our little hero, plus there's a bonus countdown timer which awards points depending on how many seconds are left when you exit. And if time runs out first, you lose a life. Fortunately the countdown can be set back by collecting blue tins (for 500 time units). Other tins to collect are red (for a thousand points) and purple (extra life).

The further along you travel, the increasingly harder the traps become. Each trap has a different function: some will slow you down, or mislead you, others will kill you.

## Funky front end

There are lots of options though: nine levels of difficulty and a choice between music or sound FX, both of which are quite good. Incidentally the title tune isn't far from a rendition of 'Funkytown'.

When you start the game you're presented with a large playing area in relation to the number of pieces you can move about. Graphics are average and work with the game pretty well.

*Tilt* is slickly done, but this type of gameplay is extremely frustrating and hard. You spend too much time trying to stop the ball from moving and cannot finish the puzzle.

Two-player mode is so boring for the second player you need a robot, and with Corky's help we did get to Level Five, but had no desire to play again. A better approach would be to allow you to set the maze first, using the countdown timer, and then allow the ball to be released.

Overall, not a very inspiring game!



**The** point of this extraordinary game defies me. Unless you fancy solving endless 'sliding panel' puzzles there's very little to keep your attention. And even if you like this type of thing, you'll need to rope some poor soul into a two-player game where they have the incredibly joyless task of controlling Bally the Ball. If the computer controls the ball (ie one-player mode) the game becomes frustratingly difficult.

There's not a lot of fun to go round in *Tilt*, not enough for one let alone two players. The bonus ball, tunnels, extra points and other features don't do enough to spice things up.

It's basically a straightforward game of strategy where fans of mind games will unfortunately have to chain an assistant to their 64 to get anything out of it at all. But then again I suppose you could swap roles after every level if you didn't have a Corky to help!



● Slide those blocks to guide your ball around the maze. Personally I'd rather have a cuppa and a nice jammy doughnut.




**PRESENTATION 75%**
Good options, nine levels, practical screen.

**GRAPHICS 50%**
Simple, simple and simple.

**SOUND 70%**
Nice opening tune, reasonable in-game.

**HOOKABILITY 45%**
Frustratingly difficult for one player, tedious for a second player.

**LASTABILITY 47%**
After playing a few levels, boredom sets in.

**OVERALL 46%**
Might appeal to game-players who like VERY HARD, boring games.

# CRE
# tor

## Thalamus, £11.99 cassette, £15.99 disk

**The wacky Rowlands brothers return with the sequel to arguably the biggest C64 hit of last year. It's fast, frantic, hilariously funny and very, very sick. Yep, Clyde Radcliffe is back and even more Fuzzy Wuzzies are being fried, chainsawed, machine-gunned and dropped into vats of acid than before. MARK 'FUZZY FRIEND' CASWELL is always one to help in a tight spot. So with Acme survival kit in hand, he sets out to help Clyde save his pals.**

Good lord, it hasn't taken Steve and John long to program the second *Creatures* game, has it viewers? Just over a year has passed since Phil, Stu and the Welshman (how's it going Rob?) awarded this non-heinous game 96% and a Gold Medal. For those of you with a short memory our beloved new Ed has asked me to start this review with a recap of the original game...

Once upon a time, in a galaxy far, far away (hmm, that sounds familiar — Ed) was a planet called Blot. But the cute and fuzzy little inhabitants were forced to flee from a terrible fate — being called such an unhip name as Blotians.

### Party on, dudes!

And these little fellas were very hip indeed (they'd seen the most triumphant Bill And Ted movies several times). So once on their spaceship they decided to change their names, they became Fuzzy Wuzzies (not much better than Blotians if you ask me). They ended up on Earth, but found that their neighbours were a band of grumpy (and very unfriendly) Demons. One night these nasty creatures invited the Fuzzies to a party and kidnapped them all, except Clyde Radcliffe (our hero) of course. After many adventures he bravely managed to save his friends from very gruesome deaths, and all ended happily.

But the Demons are back for a rematch, and they're very, very annoyed. They've Fuzzy-napped Clyde's nine children (he's been busy since the last game!) and hidden them on three islands (so that's... erm, three kids per island).

Again the fiendish torture machines have been dusted off and are even now being put to very nasty use. The game starts on the first island with Clyde racing around saving his little ones. Each island contains three torture screens, and three playable interludes.

### Are you up to the challenge?

As with *Creatures* Clyde is initially armed with Droopy bullets (no, missus, don't mock the afflicted) and a Fiery Throat Flamer (I told Clyde not to eat the chicken tikka). The torture screens are as devious as ever, the puzzles are very challenging (where did Anneka Rice spring up from?) but with a bit of thought the solution is clear.

Clyde shouldn't take too long deciding his course of action, though, 'coz there's a timer ticking steadily down. The torture screens take many guises, but at the end of the day one of Clyde's children dies if he's too slow.

And believe me, the torture devices are fiendishly sadistic (ie loadsa guts 'n' gore). Included




● Ol' Clyde had better watch out 'cause ACME make a mean Fuzzy-masher, not to mention the free bicycle!




**Being** rather fond of the cute little Fuzzy Wuzzies from the first episode, I was thrilled to hear that those fabulous Rowlands brothers had brought out the sequel. The presentation is excellent, with the frolicsome Fuzzies dancing around in a colourful parade. However, their little party is short-lived and the dastardly Demons soon begin inflicting their horrible tortures! The humour element is strictly for the macabre among us, with loads of Fuzzies meeting remarkably grisly deaths, my personal favourite (despite vegetarian tendencies) is the roast Fuzzy (yum, yum — Ed).

Other torture screens involve vats of acid, Fuzzy-mashing devices and chainsaw-wielding Demons. Each of Clyde's nail-biting rescues is more gruesome than the last. The victims cry out pathetically, making their plight even more pitiful. The interlude screens are tricky, the Demons hurl Fuzzies towards the ground with delight, one dropped fuzzy will make a real mess!

It's colourful, fast and gruesome. But what a laugh! This is Highly recommended for real blood-thirsty, evil, individuals (like me).



# EATURES II
# ture trouble




● A bit of the old 'Bouncy! Bouncy!'. Clyde thanks his mates for keeping his end up!

are vats of acid, a Fuzzy being roasted over an open fire, and my personal fave, a chainsaw-wielding Demon slicing up a poor helpless Fuzzy. Once a baby Fuzzy has been rescued, it's onto an interlude screen.

Far from being a rest, here you control two Fuzzies carrying a trampoline. Their job is to catch a set amount of Fuzzies flung off a cliff by a nasty Demon. The catching bit is easy, the bouncing Fuzzies then have to be guided across the screen to a safe platform (and within a strict time limit).

**'The torture devices are fiendishly sadistic'**

Once all three Fuzzies on an island have been saved, they must be carried, one at a time, across to the next. Clyde puts on his scuba gear and swims through the horizontally scrolling sea, avoiding obstacles and returning to the surface for air!

## Bloody brilliant

The best part of the original game was the interlevel torture screens, and stone me if the Rowlands bros haven't based a whole game on this very sick theme (but I love it). From the second the game finishes loading, the slick programming shines through, from the hysterical title screen to the bright and beautifully animated sprites.

Apart from the original *Creatures*, I don't think I've seen a game that's so instantly playable. I had to almost literally tear myself away to write this review (ah, that's why it took five days to write — Ed).

If anything, the death sequences are bloodier than ever, but they're all very tastefully done (no buckets full of guts here matey — well not too many anyway!). The sound is as impressive as the graphics, a selection of ditties soon have you whistling along as you attempt to save the poor little fuzzballs.




● 'I don't want your freeeedommmm! Girl all I want right now is you!' Not if you're a poor old Fuzzy it's not! Come on Clyde you slow bast, give 'em a hand!

Steve and John have come up with another winner, and in my books it's better than the original. Excuse me while I go off and atempt to prise the joystick away from Claire for another go.



● Talk about a long way round to put out a fire! Clyde had better turn down the spit or it'll be Fuzzy Kebab for tea!




### PRESENTATION 93%
Hysterical title and presentation screens, multiload isn't too bad with each torture screen and interlude in one load.

### GRAPHICS 96%
A bucket full of colours (and several buckets full of fake blood) make this one of the most visually stunning games around.

### SOUND 95%
With so many bop-along tunes to get you grooving to and wicked FX, you'd think you were playing a Danii Minogue record complete with screams of pain!

### HOOKABILITY 97%
From the moment the title tune blasts forth, the joystick is welded to your hand.

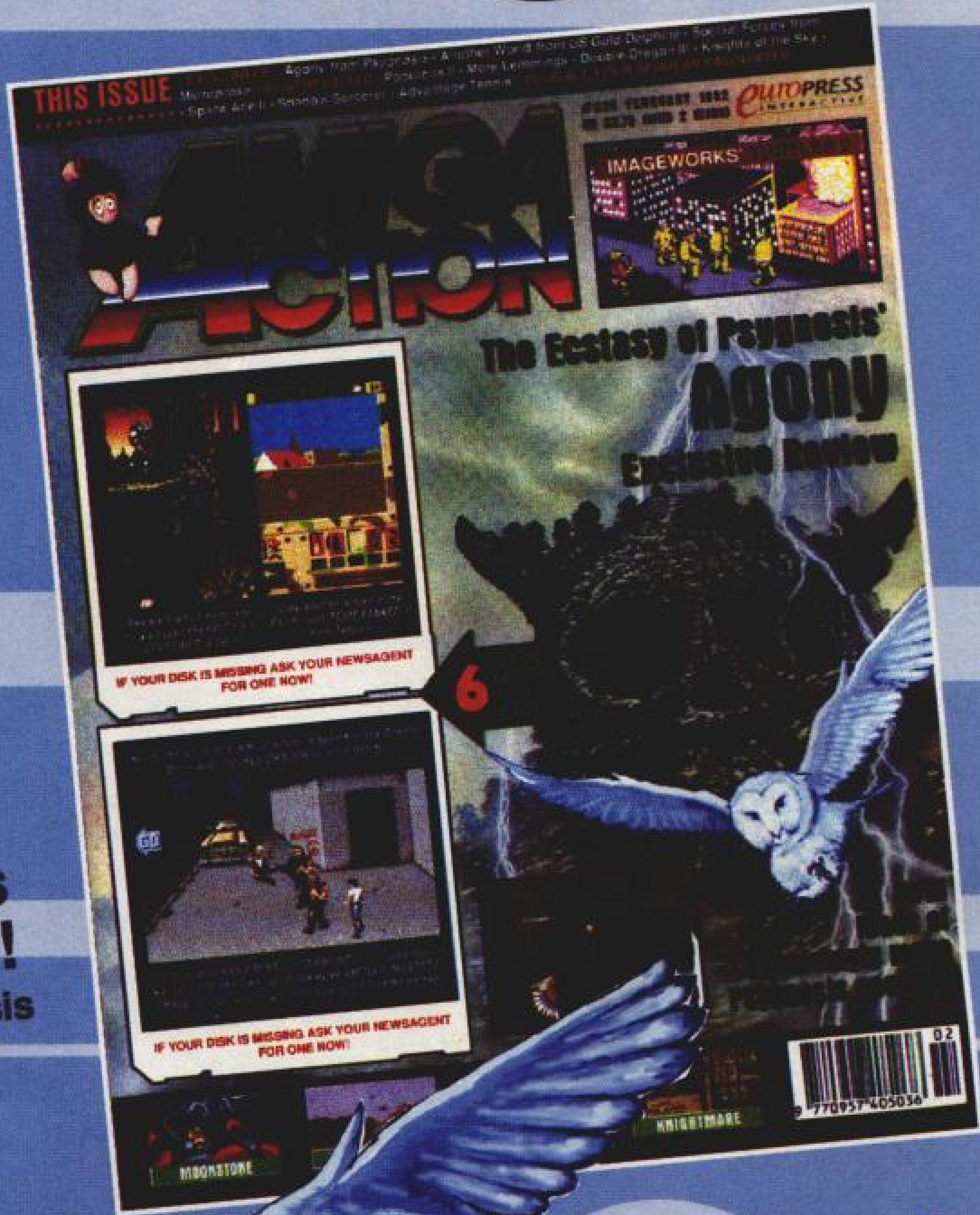
### LASTABILITY 96%
I guarantee you'll be playing *Creatures II* until all of Clyde's kids have been rescued.

## OVERALL 97%

*Creatures II* is even better than the original, if this isn't the best game of 1992 I'll eat the Scorelord's mask.

# Oh, the Agony!

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# AMIGA ACTION

# RRap

**• Your chance to spout forth on the C64 world...**

**You know the Christmas/New Year spirit is finally over when the Ed sobers up! At least I've got plenty of your letters coming through to cheer me up in these cold times. The C65 is still a popular subject for debate, and now the Tib 3.5″ disk drive.**
**Oh, and by the way, I haven't gone off on a Carribean cruise as they said in CRASH — they just thought a picture of 'Juicy' Lucy would be more attractive than yours truly. Preposterous, I know!**

## CASE OF THE MISSING CASE

Dear Lloyd
I have been reading ZZAP! since January '91 and I think you do a great job.

I have a few questions for you to answer (it's 'your' job).
1. Since you've been putting covers on the tape, why haven't I been getting one? Don't you think your readers in Australia deserve one?
2. Where can I get a copy of *Space Invaders* and *Star Trek* for a C64?
3. What do you think is the best car racing game for a C64?
4. Why don't you have a penpal page?

Well, I will be looking next month for a cased tape. Bye!
**Marie Cambrey, Australia**
PS If you don't print this I will fly to Shropshire (wherever that may be) and I'll sing for you. This is a threat.

*● Aarrrgghh! No more Australian songstresses, please! (Unless you look like Dannii Minogue! — Ed.)*
*1. Due to obscure shipping reasons, export copies of ZZAP! don't have a cassette box. Sorry.*
*2. Lots of unofficial* Space Invaders *games were released in the early days of the C64, but why not get Domark's brill* Super Space Invaders*?*
*As for* Star Trek, *I take it you mean the classic Firebird game. That's been deleted.*
*3. Phew, that's a difficult one as there are so many good C64 driving games. The Ed loves the rollercoaster ride of* Stunt Car Racer *(it beats hitting the kerb in his Metro!). Then of course, there's the classic* Turbo Out Run, *not to mention System 3's superb* Turbo Charge. *I'm sure other readers have different personal faves — do write in and tell me which you like best and why!*
*4. There used to be a penpals section in the old Classified ads — these were dropped at the request of ELSPA (European Leisure Software Producers' Association), which was worried about them being breeding grounds for piracy.*

## FIVE-POINT MUST

Dear Lloyd
I've been searching through all the C65 letters you've printed. I've done some personal searching too. Then I got the final solution, spread over five points, and here they come!!!!!
1. The C65 can run all C64 software.
2. The C65 must have a built-in 3.5″ drive, and some ports for hooking up a 1541-II drive, ports for all kinds of printers, a cartridge-port and one for a Mb-extension!!
3. NO workbench system! But a little-changed C64 begin-screen (with cursor!).
4. Better graphics, music quality etc, 4096 colours and a minimal of 256K! This all can be displayed on an ordinary TV or monitor!!!
5. Perhaps a few demands on the C64 could be the same as on the C65, but some must be better!!

If all these five points come true and the C65 comes out Xmas '92, I certainly would buy this machine for £200!!

Well, I hope you pass these points through to Commodore. I thank all C65-writers and keep up the best work in space!!!!!!!!!!
**Bart Hendrix, Limburg, The Netherlands**
PS. This was a summary from what people expect from the future C65!!!!!!!

## LOADSA LOADS

Dear ZZAP!
I have found two ways to load tapes.
1. Push the Commodore button and the Run/Stop.
2. Press fire on the joystick in Port 1 and when the cursor is running across the screen press Run/Stop and then press play.
**Michael, Co Cork, Ireland**

*● Erm, thanks Michael. I don't think anyone's ever heard of those methods! Did you also know you can type LOAD?! You haven't thought of becoming a screenshot technician, by any chance?*
**LM**

## CREATURE COMFORTS

Dear Lloyd
I am a bit desperate. PLEASE PLEASE could somebody do the level guide to *Creatures*! I have got to Level 9 and it is driving me crazy! Another thing, the review of *Creatures* said that Level 9 was an entire village crammed into a Acme Multiple Fuzzy Wuzzy Torture Device Mk4. This is a load of rubbish because there is only one fuzzy! Anyway I have some questions.
1. Will you be getting a demo of *Creatures 2*? If so when?
2. Bring back Rockford! If not at least bring back Mr Snowman (see ish 68).
3. Is *Nebulus 2* coming out on the C64?
4. About Megatape covers. Is it possible you could do Megatape covers for Megatapes 1–17? Because my Megatape collection looks strange with five tapes saying 'Megatape 22' for instance, while the other 17 look rather dull.
5. Is it possible to have a flight sim on the Megatape?

Well that's the questions. The time has come to say Bye Lloyd!
**Nicholas Magill, East Acton, London**
PS. My high score on *RoboCop 2* is 6,249,000. I've also completed it. (great music on confrontation bit, but the end-game sequence is naff).

*● The final level of* Creatures *was changed at the last minute. Corky says it's too old to do any more tips.*
*1. Might be. You'll have to wait and see!*
*2. We'll think about it.*
*3. With the demise of Hewson it seems unlikely.*
*4. Sorry, but it'd take up too much valuable space in the mag.*
*5. We'll see — does anyone else want one?*
**LM**

PPS. I typed his, because I know for sure you can read this very important letter.

● ***All letters are important to me, Bart. If only the Rrap was half the size of the Ed's stomach I'd have space to print them all.***

***I'm sure a lot of people would buy the C65 if it had all the features you've mentioned — the question is, can they all be included for such a low price?***
**LM**

## SHINY HAPPY PEOPLE

Dear Lloyd
Glad to have you back! I thought we'd lost you for a while back there, but here you are reincarnated in pages so shiny you can see your face in them. I wondered what was going on when I returned a dodgy Megatape (No.21) and didn't get anything back. Suitably miffed though I was, I now realise that this was a result of Newsfield Publishing having their assets liquidised (painful!). Anyway, now you're back on your feet, if you pop a replacement in he post I'll forget the whole thing, okay?

Right, now for a suggestion:- How about starting a mini-competition to see who can ask the most idiotic question each month? Here are my entries for this month. Here are my entries for this month. What do I win?:
1. Can I use a C64 cartridge on a Amiga?
2. Will my joystick work in either of the C64 games ports?
3. I recently passed all my floppy disks through a very strong magnetic field. Now they won't load — why not?

Hope I haven't pre-empted any of the other readers' questions. Here are some slightly more serious ones:
a). I once played Activision's *Shanghai* on an ST until my brain collapsed. Can you get this game on the 64 and, if so is it mouse-compatible?
b) Which are the best vertically scrolling arcade blast-'em-ups available on the C64.
c) Issue 79 ran an ad for Pricebuster which contained an interesting item: *Lemmings* on C64 disk!!! Isn't this a little previous as the last I heard, Psygnosis hadn't taken a final decision to convert the game onto 'old faithful'?
d) Isn't it about time software houses started to use the concept of 'WYSIWYG' in advertising ('What You See Is What You Get')?

In my opinion, it is blatantly misleading to have arcade screenshots advertising a C64 game, 'illustrative of gameplay' or not. What do you think?
**Phil Tilston, Blacon, Chester.**

● ***The daftest question of all must be, 'What do I win?'! No, it's amazing how many times people have asked those three questions. Can anyone ask any stupider ones?***
***a) Sadly it's not available for the C64.***
***b) What a question?! I thought the one about the best driving game was hard! I wonder how many vertical scrollers have actually ever been released? I wonder how many good ones there have been. One of my faves is*** **Alleykat** ***— coming soon on***

## CLOSE CALL

Dear Lloyd
That was close, eh?. The Newsfield saga, I mean. You had me worried for a while there, but welcome home!

I have just bought a C64 again after owning (I still do) its big bro' 'Amiga' for two years. So off I go to the newsagents to place a regular order for ZZAP!, and what do find? No ZZAP! that's what!!!. So I had to buy (Not order!!) a copy of another 64 mag (guess which one?) which apparently had some info on ZZAP!'s disappearance. Along with some drivel about a freak accident involving some mags and a strong wind (I think!!??), they professed to know something about the missing ZZAP! and even wrote an epitaph to that 'old sizzler' and how they missed it... Hah!! That is the one thing that sets ZZAP! up as THE C64 mag... they DON'T miss!!!

My regular order with the newsagent for ZZAP!! is now firmly in place and the certain offending other mag has been disposed of, I can't say where it went, but we won't be needing bog roll for a few weeks anyhow!.

I am now beginning to rebuild my collection of C64 games, or as best I can. I have hit a few problems, however, and maybe you can advise me (or some other 64 readers can help). Several games are apparently out of my reach. Unfortunately, they are the very ones I most need.
1. *Alleykat* (space-race game) — apparently deleted (I hope not).
2. *Tau Ceti* (planet roaming, reactor repairing).
3. *Conquest* (castle exploring, finding keys, chests, etc).
4. *Gauntlet 1* & *2* and/or deeper dungeons.

*Alleykat* has priority as it is one of my favourites, if not THE one. I hope you can help.
**Bill 'Firefox' Kelly, Co Antrim, N Ireland.**
Is the 'Simons basic' cartridge available for C64 still? If so (1) Where can I get it. (2) How much will it cost me. (3) How good is it?

Thanks again.

● ***1. Good news about Alleykat — it'll be appearing on the Megatape in the near future.***
***2. It was rereleased over three years ago by Mastertronic and has since been deleted. I'd try looking round car boot sales if I were you.***
***3. Dunno.***
***4.*** **Gauntlet** ***was rereleased by Kixx about three years back.***
**LM**

## HARD CHEESE RICHIE

Dear Lloyd
After all this time (since Issue 54) I have decided to write to your excellent mag. Right now some questions which only ZZAP! could know the answer to:
1. Who has the licence to the brilliant *Mutant Fighter* arcade?
2. The Megatapes are getting better and better with *Spy Vs Spy* and the *Lords* series but how about something from Ocean (not many of them have been on the Megatapes) like *Head Over Heels*?
3. Why does *Bombuzal* get so hard after Level 70?
4. Will Mr Singleton ever get round to doing *Eye Of The Moon*?
5. More pages please. Why not get some more adverts to make oodles of dosh?
6. Here are my ten fave games:
(i) *The Untouchables* (Ocean)
(ii) *Turrican II* (Rainbow Arts)
(iii) *Bombuzal* (Image Works)
(iv) *Last Ninja 1* (System 3)
(v) *Rainbow Islands* (Ocean)
(vi) *Myth* (System 3)
(vii) *Dragon Ninja* (Ocean)
(viii) *Wizball* (Ocean)
(ix) *Lords Of Midnight* (M Singleton)
(x) *Doomdark's Revenge* (M Singleton)
7. Please could we have MAD's *Spellbound* on any excellent tape?
8. Why not do an offer for disk owners, they send in two Megatapes and something for p&p and you send them a Megadisk, eh?
9. Mice don't like cheese, they like cool dude bananas, don't they?

Well that is about it from me, seeya dudes (and dudettes, no sexist things in my letters), bye!
Yours fabtaculously
**James 'Stuck On Last Ninja' McGlade, Cleveland**

● ***1. Sorry, no idea: even Corky hasn't played the coin-op.***
***2. A lot old Ocean games are licences — causing legal problems for cover-mounting. Head Over Heels is still doing the rounds on budget.***
***3. I don't know, but a couple of readers claim to have completed it.***
***4. I wouldn't hold your breath. Mike's busy working on 16-bit mega-games — in fact, a lot of the Eye Of The Moon ideas went into Midwinter.***
***5. Our ad executive, George, is doing his best to get as many ads as possible.***
***7. Sadly, Mastertronic say it's against their company policy to sell old games for cover-mounting.***
***8. Haven't we been through this before? If there's enough demand we'll do it.***
***9. Ever tried putting a banana on a mouse trap?***
**LM**

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***the Megatape!***
***c) I can't get hold of Psygnosis's Nik Wild at the moment to confirm, but I reckon it's a mistake.***
***d)Yes, I think there's really little excuse for printing loads of Amiga screenshots, especially on smaller 8-bit packaging!***
**LM**

## THRASH METAL

Dear Mr Elephant (pardon? — LM)
I'm just on the verge of getting to the last level of *Terminator 2* for the 803rd time and am about to get kicked all over the place for the 803rd time. This guy's impossible! His attack movements are just a blur, and he's got one hell of a defence.

At this present moment in time, I'm listening to 'Hell Awaits' by Slayer, no sorry, it's just stopped. Hell, it's good. I won't write 'Hell' any more otherwise Satan will appear and pull my guts out.

(Rumble, Rumble) In a deep grating voice — 'Gaaargh!' Rip. 'Ouch' — not in a deep, grating voice.

Erm... a few questions, I think...oh, 'Anti social' by Anthax is on! .... Ace!

1. Why doesn't *Boulderdash IV* work?
2. Can you print the *Terminator 2* maps that took me hours to draw?
3. Can you print this letter?
4. Is *G-Loc* a nifty conversion?
5. Why are Queensryche so unbelievably brilliant?
6. Have you heard of Queensryche?
7. Are you having nice weather in Ludlow?
8. Why did I write such a pointless question?
9. I don't know (that's not a question is it?). (Oh, that one is.)
10. ?uoy esufnoc dna sdrawkcab siht etirw ot elba eb I lliW
11 .Oh... Never mind.

**Ace 'Ian Baker' The... erm... King, Leeds**

PS. Can we have *Space Rogue* on a coverdisk? (Oh, go on, please!)
PPS. Yo! to Dave, Nick, Keith 'n' everyone else that I know.

● ***1. If your Megatape's not working properly, send it back to Spool (their address is in this month's Megatape info) for a free replacement.***
***2. Yes, if we could find them! They've gone missing — Corky's very upset as he really wanted some* T2 *maps.***
***3. Yes.***
***4. Dunno yet, there may well***

## C65? NO THANKS!

Dear Lloyd
After reading some letters in the Rrap! concerning the C65, I would like to state my opinion on the subject. Unfortunately, I totally disagree with the whole concept.

In the C65 preview, you stated that the C65 would boast improved graphic and sound quality, but what does that prove? If you can remember *Space Ace* on the Amiga, the comment was, 'Great graphics and sound, shame about the game.' This proves that great graphics and sound DON'T make a great game.

The C65 may be capable of better graphics and music, but what about the trusty old C64?. Yes! The machine can produce graphics and sound capable of knocking the conkers off any C65 game, for example *Turrican 1* & *2*, *Myth*, *X-Out* and *Turbo Charge*; and of course *Io*. The C64 can also produce brilliant audio quality and sampled speech, for example *Turbo Out Run*, *Myth*, *Bombuzal*, *RoboCop* and so on.

Please don't get me wrong, other readers may support it — fine, but I don't, because I don't want to be forking out more money to buy it. I just want to state my opinion.

I hope you all keep up the excellent work, and here are those inevitable questions!

a) In response to S Tovell's letter about *Tusker* Level 1: Pick up these — a bottle, acid, knives, gun and bullets and the vitally important Indy sword. On the screen where the entrance to the cave is (the one where you wade through water) move up to bushes beside the cave and select the Indy sword. Hack the bush down and go up. On the last screen is a giant slug. Select the acid and burn his chain, then avoid the slug as he goes on, then exit to Level 2 — the village.

b) Please put *Dropzone*, *Citadel*, *The Sentinel* and a few beat-'em-ups on the tape.

**Barry Byrne (a proud C64 owner), Co Limerick, Ireland**

● ***Thanks for giving your point of view, Barry; that's what the Rrap's all about. You're actually the first reader to express negative feelings about the C65. I think a lot of people are expecting it to be a miracle machine at a miracle price. And with Commodore now thinking about an A300 (see last month's Stuff!), the C65 might still never appear.— although I hope it does, as it could really only be a good thing for the whole C64 market.***
**LM**




● ***Oh dear, oh dear, oh dear. Are you winding me up or something? The Tib drive doesn't fit inside the C64's expansion port — it has an interface that plugs into it! My God! Don't you ever look into the back of your machine when you have to plug stuff in of wot? Divvy!***
**LM**

ZZAP! EUROPRESS IMPACT,L.T.D,
LUDLOW,
SHROPSHIRE,
SY8 1JW.

DEAR LLOYD,
(HOPE THIS IS THE RIGHT ADDRESS)if not sorry co's i haven't wrote to you before, refering to your rrap colum last month (DECEMBER 1991 NUMBER 79) Well I have a query in your mag there was an artical on disk drives it was called FAST DRIVIN' well can you explain them to me becasse how how can people make a disk drive that is small inough to fit in the expansion post of a 64 I PERSONALLY THINK IT IS AMAZING) but what I don't understand is how it works and how disks and games can be stored on such a small disk I mean a normal disk at this time stores quite a bit of memory so will the new disks disks hold more or less and if they do become popular will there be any games avalibale for them and also you show two sizes well how big are they all and do they all use the same disk or do they use bigger disks as you go along.I currently have enterd the compotiton too win one of them and was just woundering hew eficent they are compared with the 1541 disk drive.
AND IF POSIBLE ARE THE GAMES GOING TO BE AROUND WHEN THEY GET POPULAR.....
THANKS FOR READING MY LETTER,
YOUR SINCERLY,
STEVEN CORNISH....

P.S. (SORRY ABOUT THE MESS OF MY LETTER BUT I HAVE GOT THIS NEW ELECTRONIC TYPWRITER THAT IS TEMREMENTAL AT THE MOMENT AND ALSO SORRY ABOUT THE SPELLING MISTAKES...(LIKE THAT ONE).
PSS IF YOU PRINT THIS PLEASE TIDY IT UP A LITTLE THANKS,
STEVEN CORNISH.

P.S.S.S. (I HAVE SIX PAGES FULL OF TIPS IF I SEND THEM TO YOU COULD I PLEASE HAVE THEM BACK AT THE END OF THE DAY.AND WERE DO I SEND THEM TO. IS IT THE SAME ADDRESS AS ABOVE OR SOMEWERE ELSE COULD YOU POSSIBLE TELL ME.
CHERS.

Please WRITE TO ADDRESS UP TOP ON PAGE.

THANKS AGAIN

Steven


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## LLOYD FOR DINNER

Print this letter or I will have Lloyd stew for dinner tonight. Don't worry, I will not suggest anything about cartridges, instead I want to know about the new Tib 3.5" Ultimate disk drive. So here are my ultra-cool questions. But first I must say thank you so much to Europress Impact for saving ZZAP! because you saved me from degrading myself to rubbish mags which will stay unnamed.

1. Will the new disk drive fail like the C64GS consoles and are they worth the money even with all of the flash things included.
2. In your opinion what is the best Christmas pack for the C64 this year?
3. What will be the main differences between the C64 and the new C65?

Keep up the great work and the excellent Megatapes. *Boulderdash* was incredible even with 6 pence down on the price in my newsagent.

**Robert Byrne, Co Kildare, Ireland**

PS Well done Oliver Frey, the covers are superb and the poster was brilliant — it's proudly pinned on the door of my bedroom.

● *1. At the time of writing it's far too early to say whether the Tib drive will be successful. If Xmas sales are fairly high,the major software houses may well be persuaded to support it — in which case it will really take off. It's one of those chicken-and-egg situations again, I'm afraid.*
*2. Whichever takes your particular fancy! I think all C64 packs are brill.*
*3. The C65 should have better graphics, sound, and loads more memory.*
**LM**

*be a review in this ish.*
*5. They're not.*
*6. Yes, and we all hate them (especially Markie!).*
*7. No, it's horrible and drizzly*
*8. Who knows?*
*9. Hmmm.*
*10. !oN*
**LM**

## BORIS BOTCH?

Dear Lloyd
Just a few points/questions for you to deal with in your inimitable way. As I'm basically an inarticulate son-of-a-sponge I'll just number them in a pointless dreary way.
1. Some Boris Myashirov-related points:
a) Complaint. The aforementioned Myashirov hasn't always reviewed the C64 version of a game in his reviews. In particular, the review of *Ultima 6* (Issue 74-ish) and the tips for it (Issue 79). Has he tried using the telescope? Or blowing up something with a powder keg? And I wouldn't mind knowing where to get the Untrap, Vanish, Disable and Pickpocket spells that we were told about, as it's almost (understatement) impossible to find them on the C64 version. So I'd appreciate it if you'd (politely) ask Boris ('Bozza' from now on) to leave his PC alone for a while and spend some time getting to know a C64. It can be fun!
b) I still think Bozza is one of the best reviewers in ZZAP, so I wouldn't mind if you asked him where he got his copy of *Secret Of The Silver Blades* (mentioned in the *Gateway... Frontier* review in Issue 79), as I can't find it anywhere.
2. How would you compare *Battle Command* to *Stunt Car Racer*, speedwise?
3. What's ZZAP!'s fax number? I've got to walk 2 1/2 miles to my nearest postbox (blatant lie).
4. I've forgotten what point 4 was. Oops.

That's all for now. It just remains for me to say that if you don't answer this letter, I'll probably eat myself, starting with my feet. And then I wouldn't be able to renew my subscription, would I?

**John Roe, Rossendale, Lancs**

● *1. a) Boris says, 'Nyet': he always reviews C64 versions — maybe there was an error in the translation of his Russian review?*
*b) As with most games, you should be able to get it from EuroPress Direct mail order! Ring 051 357 1275.*
*2. It's faster, but then it doesn't have to deal with a complex 3-D track.*
*3. It's* 0584 876044.
**LM**

## DIARY OF A C64 FAN

**10th October**
Happily skip into my local newsagents to purchase the latest copy of the best C64 mag in the entire universe (ZZAP! 64 if you hadn't guessed). I notice with some dismay that it doesn't appear to be on the shelves. Blaming the poll tax, I unhappily leave the shop.
**17th October**
My sad friend who buys a different C64 mag, draws my attention to an article in his vile publication which explains that ZZAP! 64 is no more. I go into a coma.
**1st November**
Awaken from my coma. I mope around my house, playing tunes on my mouth-organ and singing about the blues. Is there no justice in this harsh cruel world?
**12th November**
Move to the mountains and become a hermit, taking nothing with me but my back issues of ZZAP!. Spend all my time gazing into the sunset and dreaming about the good old days.
**20th November**
I am approached by a travelling trader who wishes to sell me copies of the Daily Sport. I hit him very hard and he goes away.
**1st December**
The travelling trader comes back, proclaiming that ZZAP! has returned and is even better than ever. I assume that he is making a sick joke and push him off the mountain.
***4th December***
The trader finally manages to claw his way back up, this time waving a copy of the new ZZAP! in his hand. He was right! ZZAP! has returned with more classic games on the covertape, more exclusive reviews, more mouth-watering screenshots and is now printed on even glossier quality paper! I thank the trader, and leave the mountain to go back home.
**5th December,**
Get run over by a double-decker bus.

**Daniel Salter, Masbrough, Rotherham**

● *How terrible for you, Daniel... having a CF reader as a friend, I mean!*
**LM**

## TAPE TROUBLE

Dear ZZAP!, Sir or Madam
Thank you for returning to the scene, my son much appreciates it — another great Megatape.

Now having done the nice smoothy bit can you help me? My son has got caught up in your problems caused by Lloyd! We didn't have to go to the DHSS, I'm sorry you had to. However, back to the mini-problem.

We purchased the last ZZAP! 64 with Megatape 22 — *Spy Vs Spy 1* and all that; parts of it didn't load/work. We returned it to the Tape Clinic, Ludlow. After two follow-up letters to the same address we have heard 'bugger all'.

Now you are back in business any suggestions as to how I get the tape back?
Here's hoping

**Robert W Skermer, Mapley, Notts**

● *Ah, now this is a problem many readers have written to me about. Unfortunately, EuroPress Impact doesn't have any old (number 22 and before) Megatapes to replace duff ones. I'm sorry, I sincerely wish I could help but I can't.*
**LM**

**Well I really enjoyed that Rrap. How was it for you? Angry? Confused? Deliriously happy? Maybe you'd like to drop me a line about whatever you want to rant on about. Send your letters (and a photo of yourself if possible) to *EuroPress Impact, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.***
**As I only gave away one of the two £40 software vouchepromised for this is, so there will be two next month, honest! Scouts' honour!**
**If you want to ask technical, brain-bending, hardware/utilities sort of questions, write to 'Techie Talk' at the usual address.**

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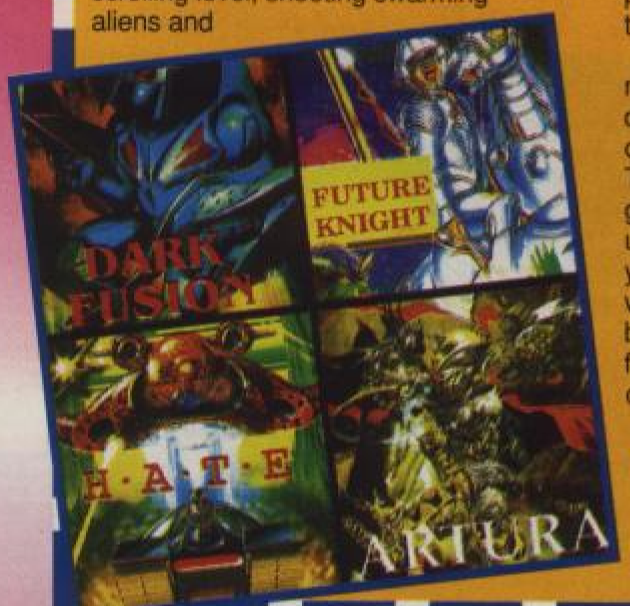
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**Prism £3.99 cassette and disk**

That's right, just one of four Prism packs offering four games for a budget price, even on disk! The four titles on this particular pack are all old Gremlin products of varied quality.

The appalling ***Artura*** earned a measly 10% in Issue 45. Yes it really is that bad. It looks like a very unfinished program that should never have seen the light of day. The armoured hero hobbles slowly through dull flickscreens, throwing axes at the unvaried baddies. The aim is to collect runes, but go through the wrong door and you end up in a deep pit with seemingly no escape. It's all very confusing and totally unplayable.

In total contrast ***Dark Fusion*** is an extremely playable shoot-'em-up, made more interesting by the three varied phases of each level. The main phase is the Combat Zone where your little astronaut runs along the horizontally scrolling level, shooting swarming aliens and cannons with his *R-Type*-style, power-meter gun. Icons are collected for extra jump power and weapons, and three fusion pods must be found to enter the Alien Zone — single-screen superbaddie time! Two huge aliens must be defeated before you get to the Flight Zone. It's all very tough as you need to memorize the various alien movement patterns, but slickly presented with attractive, if a little Spectrummy, graphics and a nice title tune. Quality stuff and easily the best thing on this compilation.




### Lasers 'n' ladders

***Future Knight*** isn't of the same quality, but a worthwhile inclusion nonetheless. The simple platform-and-ladders action is spiced up by the fact your cute little hero (who waves when he first appears — aw!) is armed. New, more powerful weapons are found as you explore the huge multidirectionally spaceship. Trouble is it all looks very samey and plays that way too. Fun for a while, though.

The same can't be said of the aptly named ***HATE*** (24%, Issue 52), a real disappointment from designers Vortex, creators of so many good 3-D games. The isometric 3-D here is glitchy, and the game is a dull *Zaxxon*-style shoot-'em-up. Once you collect a few plasma cells you can cruise through the sector — when your ship is destroyed you just go back to the previous sector. A disaster on full-price it's just about passable as filler on a budget pack like this.

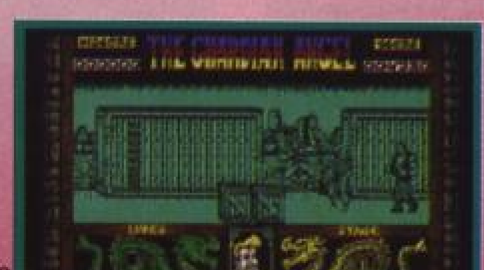
### RECOMMENDATION

Forget its poorer games — the *Star Pack* is worth the meagre price for *Dark Fusion* alone, especially on disk.

## QUATTRO FIGHTERS

**Code Masters, £3.99**

Those budget compilations from the Codies are blimmin' good, aren't they? Four games for the price of one, loosely connected by a common (and often tenuous) theme. This time it's all-out action with *Quattro Fighters*, so polish those knuckledusters, load that machine gun, and get stuck in!



The pack gets off to a very poor start with ***Guardian Angel***. A bog-standard horizontally scrolling beat-'em-up, it features terrible monochrome graphics, detail-destroying backgrounds, and a main sprite that looks like a flasher! There is nothing to distinguish *Guardian Angel* from the scores of other beat-'em-ups on the market, and most are far more playable and interesting.

Next please.

Ah, now this is more like it! Scoring 72% in Issue 67,



***Kamikaze*** is much more colourful, much more playable, and a far superior game. Featuring horizontally scrolling, eight-directional shoot-'em-up action, it actually looks like a C64 game, not just a Speccy program with knobs on. On the minus side, the fire button is a little sluggish, and the enemy bullets travel a bit too fast, making the game a wee bit hard. Even so, it should have you coming back for more.



### Burn out

A blatant rip-off of the classic *Afterburner* style, ***MiG-29 Soviet Fighter*** is a little too fast for its own good. A view-from-behind shoot-'em-up, you must blast your way through several levels of marauding baddies, avoiding enemy fire and ground flak. Take too many hits and it's time to bail out! When you get the hang of the excessively fast running speed, *MiG 29* is a very entertaining game, certainly much better than Activision's official *Afterburner* conversion.



Why do Code Masters have to put the word 'simulator' in almost every title? I suppose ***SAS Combat Simulator*** might shift more copies than *Averageish eight-way-scrolling Commando-style combat*, but you'd think they could find a more original way of putting it. It's not a bad game, just not great — a standard, run-of-the-mill blaster with nothing new to offer.

### RECOMMENDATION

Ignoring the dreadful *Guardian Angel*, what we have here are two above-average shoot-'em-ups, competent, but not spectacular, and a third that is very average but still fairly playable. *Quattro Fighters* is certainly worth a look if you don't have any of the games already, but think about it very carefully if you have.






## SPORTS PACK

**Prism, £3.99 cassette and disk**

Of the four 'sports' here, water polo is the only real one, simulated in the aptly named ***Water Polo*** (72%, Issue 31).

It's a strange game in real life, a bit like basketball with the players stopping to throw the ball over opponents' outstretched arms. The sophisticated control system allows three throw trajectories and even the addition of left/right spin.

Tackling is a bit tricky as you can only approach the ball-carrier from in front — tackling from behind is illegal and the ref blows his whistle for a free throw — if one player commits three fouls he's sent off for a while.

Playing against the expert computer team is hard, but there are six skill levels and a championship to contest. As usual with sports sims, though, the game really works best in two-player mode with its fast end-to-end action. It's not quite football, but good splashing fun.

A tad more sillier, but just as much fun, is ***Alternative World Games*** (86%, Issue 33). Its eight wacky events range from standard joystick wagglers like the Sack Race to true tests of skill such as the Pile of Plates where you have to carefully balance a pile of plates! There are also some two-player events including the hilarious Pillow Fight. It's all great fun and beautifully presented with a practice mode and a brilliant options menu with each event shown on a separate little TV screen! Graphics throughout are impressive with neat cartoon sprites and some truly gorgeous detailed backdrops.



### Silly stunt

***Stunt Bike Simulator*** (40%, Issue 42), on the other hand, is too silly to be remotely playable. The farcical first level has a riderless bike avoiding bollards on a horizontally scrolling road while the rider flies above on a hang-glider! Pinpoint accuracy is required to drop him safely onto the bike's saddle within






## MEGA-PACK

**Prism, £3.99 cassette and disk**

As you can probably guess from the non-committal title, *Mega-Pack* contains four games with no connecting theme whatsoever. Judging by the quality of these titles, they could easily have called it *Trash-Pack*, but that wouldn't shift many copies!

The collection opens with ***Star Ray*** (60%, Issue 47), a dodgy *Defender* clone which they describe as 'The perfection of the horizontally-scrolling shoot-'em-up'. Hardly — the Commodore 64 version is just a badly converted parody of its Amiga counterpart. The gameplay is slow and uninteresting, and the sprites often get lost against the garish backgrounds. Could have been a winner, but is ruined by weak execution.

***Metaplex*** is a game that promises little, and delivers less. Shoot-'em-up maze games were all the rage a few years ago, but now the entire genre looks extremely dated, and *Metaplex* is no exception. Silly name, silly game!

### Behind the times

***Time Fighter*** is so bad you'd think it came from a rival magazine's cover tape!




The sprites look like overfed matchstick men, animate like they're moonwalking in slow motion, and when he throws a punch... Ha ha ha ha!

*Time Fighter* is boring, tedious, and an all-round disaster. Scoring 12% in Issue



the tight time limit. This is followed by three *Kik Start*-style obstacle courses including bunny hops and flaming hoops to jump through. It sounds fun, but dodgy control means a frustrating lack of skilful play.

This is also true of ***Beach Buggy Simulator*** (21%, Issue 41), an incredibly annoying *Moon Patrol* clone. Your beach buggy can perform impressive leaps as it zooms over horizontally scrolling dunes, but for some reason it can't jump when going downhill. This makes clearing the numerous rocks and fires frustratingly tricky — and when you hit one your buggy takes an age to restart, wasting much of the tight time limit. Enemy helicopters make things even harder: you have a gun to shoot them, but it only fires diagonally upwards at a set angle — useless when careering towards low-flying choppers. Crude graphics and sound complete a very poor budget game over three years ago; now it's just an embarrassment.

### RECOMMENDATION

Again, you might as well just ignore the two poor 'Simulators' here and not let them put you off the fun twosome of *Water Polo* and *Alternative World Games*.

37, by today's standards this looks generous!

***Eye of Horus*** is the best of the bunch, but it still fails to impress. Although advertised as an arcade adventure, it plays more like a maze-based shoot-'em-up (aarrgh!). It's better than *Metaplex* as it does feature some interesting graphics and nice touches, such as the main sprite turning into a bird at will. Even so, the adventure element is almost nonexistent, and the shoot-'em-up bit isn't enough to save it. The 75% it scored in Issue 57 seems ridiculously generous.



### RECOMMENDATION

When the four Prism compilations arrived at the office, I made a bee-line for this one expecting it to be the best. How wrong I was! *Mega-Pack* is a useless collection of mediocre games, and even at this price is not worth the money.

## FLIGHT PACK

**Prism, £3.99 cassette and disk**

No prizes for guessing what's on offer here folks! It's rip-roaring, high-flying action all the way, with a couple of shoot-'em-ups and two sims.



First off the mark is ***Deep Strike***, a game so old it could have been written by the Wright brothers. Scoring a less-than-brilliant 61% in Issue 52, *Deep Strike* is one of those games you can spend ages finding fault with, but still manages to be fairly addictive and endearing.

The graphics are sparse, the animation jerky, and one of the enemies insists on flying straight into your gunsight and staying there until blown to smithereens — you can't get rid of him, whatever you try. Even so, its flawed but simplistic gameplay makes it a worthy opener to the compilation, but nothing outstanding.



***First Strike***, on the other hand, is one helluva game! A high scorer as a full-price release and a Silver Medal on budget, *First Strike* is still one of the best fliers around. The graphics are fast and colourful, the scenery is exciting and involved, and the gameplay — wow!

The weapons selection menu is great, not detracting from the action at all, and with eight missions to choose from you won't complete it in a hurry. *First Strike* features a huge variety of baddies to blast, and some excellent touches like the on-board radar and the way your plane handles sluggishly when damaged.

*First Strike* would make a great budget bargain on its own, so with three other games thrown in it's unbelievable!

### Wonky chopper



***Combat Lynx*** is a strange one — choose your weapons, then blast your way through enemy terrain in your Lynx helicopter. Fair enough, but why does it offer a standard 3-D view of your surroundings, yet claim that you're viewing them from behind a helicopter control panel? And why does the program allow you to turn through 90 degrees, then suddenly flip the screen?

*Combat Lynx* is a slow and unexciting game. Sim freaks might like it, but I didn't.

The blurb for ***Pilot 64*** claims it was written by a real pilot. If this is the case, he should have stuck to flying planes — *Pilot 64* is crap! A flight sim in the truest sense, this is one of those oldies but not-very-goodies where you control a light aircraft which you can fly wherever you wish — no military element at all. The game takes place at night, but this is no excuse for the dull and featureless graphics, and the 'action' is hellishly slow and flickery.



### RECOMMENDATION

So there we have it — one absolutely mega-stonking game, one okayish game, and two duds. If you already have *First Strike*, don't bother, but if you haven't *Flight Pack* is an essential purchase for this game alone.

# PD FILE

**After many requests in the Rrap, ZZAP! explores the world of Public Domain (PD) software, which is becoming ever more popular and easily accessible. In this, the first edition of a regular column, DAVID DEWAR (of the Active Developments programming team) explains exactly what PD's all about.**

If the words 'Public Domain' (PD) are completely new to you and you have no idea at all what they mean, this article aims to bring you a beginner's guide on all the necessary information and benefits of obtaining and using your own PD.

Even if you understand a little of what PD is all about and maybe even have a few old titles in your software collection, I still hope to give you extra knowledge and scope further into the depths of the inner PD volts.




## The roots

In simple terms, Public Domain is a mixture of various pieces of copyright-free software written by amateur programmers and then released out to the public to have freely and copy for friends.

PD mainly consists of three areas:

- **Utilities** — these are programs such as sprite editors, music composers and word processors and about a million other pieces of miscellaneous software which is considered to be of use to its user.
- **Games** — I'm sure you know about these! Whatever excites you, shoot-'em-up, adventure or simulation, all types of worthy games can be found in PD.
- **Demos** — without doubt the most popular of the three, demos are watchable demonstration programs usually made to show off just what a particular programmer, graphic artist or computer musician is capable of doing on their machine. These can written in any language. Most commonly found on the demo scene these days are demos specifically created to show how far coders can push their machine to its outer limits, by finding out more visually impressive FX and colourful routines to set a world coding record and become a famous celebrity in the demo world! (Blimey! — Ed.)

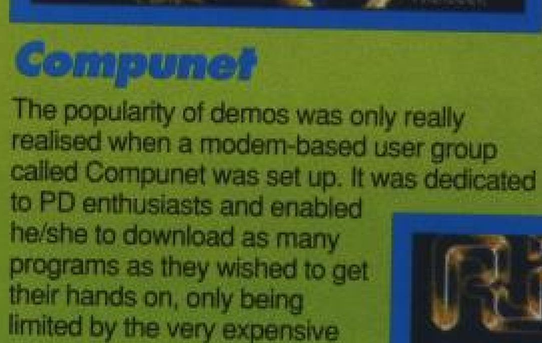
The vast majority of demo releases these days are put together by dedicated 'Demo Groups' who are each experts in their own right, and sometimes spend weeks perfecting their creations.



Surprising it may sound, but for all the impressive demos and other PD releases, the authors of the program don't get paid a single penny for all the hard work and commitment put into writing it. Many just write things for the total challenge and fun of it all. Others try to make a name for themselves and gain much respect from fellow coders, whilst they perfect their ability before stepping up to take on the great responsibility of working on a commercial game

No matter why they're made, writing PD programs can be the first step for many people wanting to break into the software industry, or simply make new friends and contacts around the world who are all interested in swapping and making their own demos.

So, as you can see, there are some rewards for all the hard work and sleepless nights, even if it's not going to make you rich!




## Compunet

The popularity of demos was only really realised when a modem-based user group called Compunet was set up. It was dedicated to PD enthusiasts and enabled he/she to download as many programs as they wished to get their hands on, only being limited by the very expensive phone bill that was soon generated.



Another great thing about the 'Net was that it gave the subscriber an option which allowed coders, artists and musicians to upload their own creations for other 'Netters to see and admire.

On some occasions if your work was good enough, it could have even come to the attention of an interested software house who may offer you a fortune to work on their games!

## PD libraries

When Compunet was sadly laid to rest after a good few years running, well-established mail-order PD libraries soon sprang up, stocking a wide selection of all the best PD collected together from around the world and usually charging a measly few pounds per disk to cover all their necessary costs and overheads involved.

If you're interested in checking out some of the widely growing range of PD titles available then the easiest and most economical way to expand upon your software collection is to search out a few PD library addresses (watch out for a full list next ish) and send them a large SAE, in which they should return one of their latest catalogues to you.

**So I've explained the major ins and outs of C64 PD, and you've had a little taste of what it has to offer everyone from novice to advanced computer level. Over the coming months I'll be bringing you all the latest inside news of what's hot in the world of C64 PD, along with demo, utility and game reviews, exclusive interviews with some of the top demos stars, demo party reports and just about anything else that can be crammed in!**

# SUPERSUB STRIKES BACK!

## SUBSCRIBE TO ZZAP! AND GET A FREE OCEAN GAME!!!



Flash Gordon, eat your heart out. I may be the usual type of hopeless production editor during the day but once every blue moon I magically transform into... dum, dum, derrrr... Supersub, the handsome hero (as my mother tells me) who always arrives at the earliest second to save the day! Not 'arf!

This month's dauntless deed, courtesy of Supersub, is the business transaction you've always dreamed of: no, not pilfering millions from your employees' pension fund, but a chance to get ZZAP! delivered to your home, plus a free Ocean cassette* game of your choice! What an amazing deal or what

(*Add £4 if you want your game on disk. Free gift offer only valid for UK residents.)

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Step into the boots of that butch guy, Hulk Hogan, in this Sizzling beat-'em-up, and dream you're as hunky and heroic as Supersub! I'm a man and I like grappling... with women (I wish!).

**or**

**SMASH T.V**

A nightmare of a gameshow, a Sizzling dream of a game. Smash all those baddies and beat up that smarmy host — if only he was as lovable and cuddly as Supersub — I am not overweight!

**or**

**HUDSON HAWK**

A superb conversion of my favourite movie! Now, being a clean-living, perfect sort of guy, Supersub doesn't normally believe in burglary, but during the game you do have to engage in a bit of thievery to save the world! And Supersub would just like to say, I admire Andie McDowell — she's all woman, just right for an all-man Supersub!

Why, even my soppy sidekick, Superhippyfilmplanner, could tell that's a pretty amazing deal. It's a pity he's such a hippy, really. Instead of doing the, erm, whatever he does for ZZAP!, he much prefers to 'trip out, man', playing *Rick Dangerous 2*. Why can't everyone be as dedicated and hard-working as Supersub? Well, I suppose I am the one and only, nobody I'd rather be. Apart from Frank Butcher, perhaps.

***How much would you pay for such a deal? £400 million (and you don't even have to fall off your yacht!)? Well how about this to get the crowd singing 'Abide With Me' with Vic Reeves?...***

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# 1991 What a year!

**Lloyd Mangram looks back on a hectic twelve months and invites you to vote for the annual ZZAP! Readers' Awards.**

### January
The year started with a bang (Lucy says it always does!) with a trio of superb games, *RoboCop II*, *Navy SEALs* and *Narc*, arriving from Ocean. US Gold also enjoyed success with the conversion of the perplexing Atari Lynx game, *Chip's Challenge*.

### February
Stunned silence greeted the arrival of one of the greatest C64 games of all time: *Turrican 2*. Good news for cartridge fans was the conversion of Psygnosis's epic Amiga hit, *Shadow Of The Beast*. The phenomenon of the cartridge compilation was born with two multi-game carts from the France-based Disk Company (owners of Activision).

Meanwhile Virgin were having problems with *Golden Axe* — the first batch of tapes had the final level missing.

### March
*Super Monaco GP* zoomed in from US Gold, while System 3's eagerly-awaited *Last Ninja III* was no disappointment. Originally planned for cart only, it eventually appeared on tape and disk.

### April
*Back To The Future III* arrived just in time from Imageworks, as did Storm's two-player shmup *Swiv*. RPG fans were ecstatic with Mindcraft's *The Magic Candle*.

### May
*Skull And Crossbones* swashbuckled aboard, along with the *Elite*-style *Moonfall*, long-awaited RPG *Ultima VI*, and *Shinobi* sequel *Shadow Dancer*.

### June
War broke out in the hilarious *North & South*. Phil was also excited by the perplexing *Atomino* and a new soccer viewpoint (first-person) in *I Play: 3D Soccer*.

ZZAP! also underwent a rad redesign by the supertalented Mark Kendrick (can I have that 5p bribe now?).

### July
Audiogenic's classic arcade adventure *Exile* jetpacked in with *Wrath Of The Demon*, possibly the most ambitious cart release yet. Saucy girlies revealed all in the puzzling *Gem'X* and busty beauties were also found in SSI's latest AD&D game, *Death Knights Of Krynn*.

### August
Domark's baseball sim *RBI 2* hit a home run. System 3's superfast *Turbo Charge* zoomed in for a Gold Medal, while the brain-bending *Logical* had the ZZAP! crew losing their marbles! Yet another classy RPG was *Keys To Maramon*.

The debate about Commodore's upgraded C65 had just begun.

### September
*Rubicon* earned a rave review, but has only just actually been released (see this month's Stuff — Ed). Robin Hogg was busy building his own Freescape world with *3D Construction Kit* and being sick over the sweeter-than-sweet Sizzler *Rod-Land*! The long-awaited *Out Run Europa* (announced just after the original *Out Run*!) finally toured the Continent in style.

Channel Four announced the go-ahead of their computer gaming TV series *Gamesmaster*. Bad news came with the ECES show being closed to the public at the last minute.

### October
Carl Muller's ace *Speedball 2* conversion created a riot in the ZZAP! office, as did the excellent *Terminator 2*.

The C65 debate was hotting up, complicated by the announcement of a new 3.5" disk drive from Tib. The failed C64 GS console was finally abandoned by Commodore.

### November
Wot no ZZAP!? Shock! Horror! For the first time in over six years, ZZAP! failed to appear on the shelves when Newsfield Ltd finally bit the dust due to long-term debts.

### December
Hooray! ZZAP! returned in style with reviews of Ocean's brilliant trio: *Smash TV*, *WWF* and *Battle Command*. As well as delighting thousands of readers worldwide, ZZAP! had the last laugh over a certain tired rival mag which revelled over its 'demise'.

## VOTE NOW!

What a year it was, and now it's your turn to vote for your favourite games and people of 1991.

Just fill in this form (you can leave categories blank if you can't think of anything) to: *EuroPress Impact, 1991 READERS' AWARDS, ZZAP!, The Case Mills, Ludlow, Shropshire SY8 1JW* — and you could be one of three ZZAP! subscriptions or ten much-sought-after ZZAP! T-Shirts.

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ZZAP! COMP

# CAMP IT UP AGAIN!

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Snow can be great fun for building mutant snowmen and having huge snowball fights. But when there's a mountainful of the white flaky stuff about to land on your head it ain't so great. Snow joke!

After all his troubles in *Summer Camp*, the cuddly Maximus Mouse thought he was going to have a great time skating and skiing in *Winter Camp*, even if he did have to rescue the odd tourist. But now he's got an avalanche to stop. There's little time to spare before that bird knocks that pebble off the mountain top with catastrophic results.

It's just as well he's wearing his trendy Thalamus watch so he can impress the gals, and tell just how long he's got to prevent the avalanche. This is also one tough timepiece as Max has to skate, ski, canoe and tumble down slopes in eight hilarious levels.

Of course, the game's so playable you could easily lose all track of time while playing it! You could do with a Thalamus watch too, and you can win one of ten Thalamus are giving away in this easy-to-enter comp. All you have to do is answer these three camp questions:

1. Which camp did Maximus explore in the original *Summer Camp*?
(a) Butlins, (b) Pontins, or (c) Wottadump
2. Who programmed *Winter Camp*?
(a) John Cleese, (b) John Ferrari, or (c) John Porsche
3. Where does George Bush go to play golf?
(a) Camp David, (b) Camp Fire, or (c) Camp Julian Clary

Easy-cheesy, weren't they? Just put the answers inside a large snowball and throw it to: *EuroPress Impact, WATCH THAT AVALANCHE COMP, ZZAP!, The Case Mills, Ludlow, Shropshire SY8 1JW* — before the avalanche hits us on 14 March!

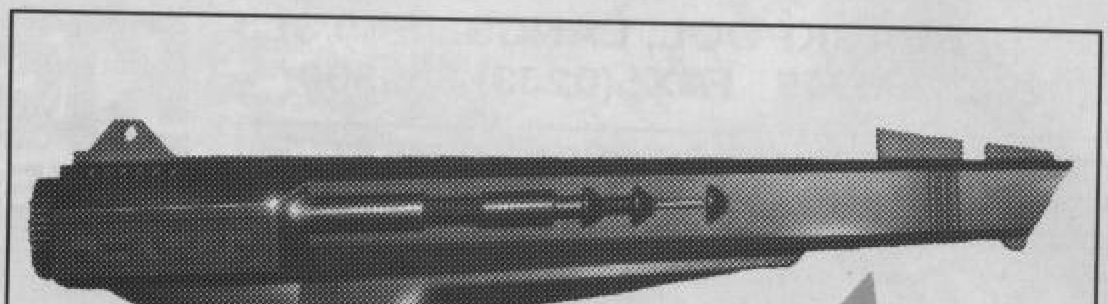


# ZZAP! 64

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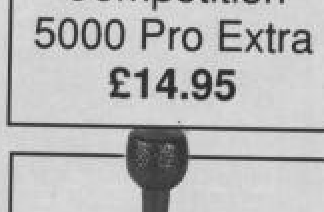
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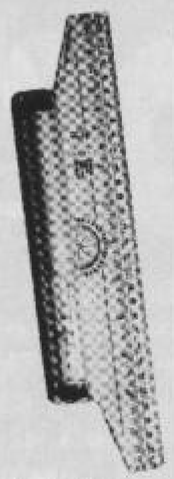
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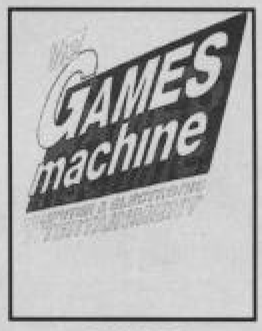
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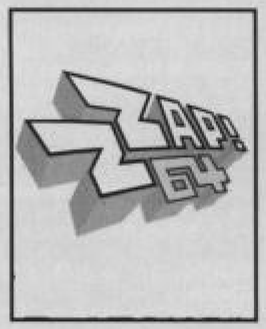
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**GREY ZZAP**
**GOLDEN AXE**
**ZAPPING**
**GAMES**
**MACHINE**

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# The Scorelord's HIGH-SCORING HEROES And Charts too!

**Hooray, my plan worked! Yes, I finally got rid of that soppy Stu by replacing the sesame seeds on his cheese baps with highly radioactive space dust. They took months to accumulate in his body but eventually put the weedy Wynne in Ludlow hospital where he fell in love with a nurse called Gladys, went completely insane and started playing Sega games. I almost feel sorry for him — I said 'almost'!**

**ATOMINO (Psygnosis)**
(Mode A)
72,335 (Level 38) James Tully, Brighton, Sussex
19,718 (Level 17) Matthew 'Mole' Allen, West Ewell, Surrey
(Mode B)
93,726 Chris (WAK) Everett, Worcester

**BACK TO THE FUTURE III (Imageworks)**
Mark Fletcher, Mount Florida, Glasgow

**BLOOD MONEY (Psygnosis)**
276,350 (Completed) Darren 'Jon' Sloper, Invergordon, Ross-shire
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford

**BOMBUZAL (Megatape 16)**
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,455,830 (Completed) Iain McLaren, Anonyville
1,268,130 (Level 57) Graham Keeling, Bournemouth, Dorset

**BOULDERDASH IV (Megatape 23)**
30,785 Patrick Walsh, Formby, Merseyside
8,043 Robert Byrne, Leixlid, Co Kildare, Eire

**CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)**
1,587,400 Shaun Alcock, Worsley, Manchester
1,167,500 (Completed) Darren Freeland, Hamilton, Lanarkshire
881,600 (Completed) Steven King, Kendal, Cumbria

**CJ'S ELEPHANT ANTICS (Code Masters)**
232,880 Matthew Withers, Crewe, Cheshire
138,220 (Completed) Patrick Walsh, Formby, Merseyside
119,432 (Completed) Graham Keeling, Bournemouth, Dorset

**CREATURES (Thalamus)**
14,894 Graham Keeling, Bournemouth, Dorset
14,273 Paul Turville, Churchdown, Glos
13,700 Dean Vandenbergh, Londonderry, North Yorks

**DRACONUS (Megatape 15)**
23,430 (Completed) Steve Arnott, Huntingdon, Cambs

**FLIK FLAK (Megatape 20)**
21,000 Rory 'Revs' Stamp, Barngarth, Cumbria

**FLIMBO'S QUEST (System 3)**
239,040 (Completed) Steven King, Cumbria
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Sutton Park, Hull

**INTERNATIONAL 3D TENNIS (Palace)**
$3,031,534 David (Wavy) James, Smethwick, W Mids
$1,218,736 Laurence Smith, Auckland, New Zealand
$1,052,337 Patrick Walsh, Formby, Merseyside

**IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)**
$18,820,000 Paul Turville, Churchdown, Glos
$10,050,000 Robert Jones, Rochdale, Lancs
$5,600,000 Rory 'Revs' Stamp, Barngarth, Cumbria

**KLAX (Tengen/Domark)**
7,442,846 (Wave 87) Simon Sharp, Evesham, Worcs
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
4,903,330 (Wave 73) Chris (WAK) Everett, Worcester

**KWIK SNAX (Code Masters)**
4,325,100 (Completed) Punty, Norwich
4,234,300 (Completed) Alasdair Maciver, Knock Point, Isle Of Lewis
4,224,050 (Completed) Scott Leach, Sutton Park, Hull

**MIDNIGHT RESISTANCE (Ocean)**
1,000,845 (Completed) Matthew Dainty, Shrewsbury
950,525 Gary 'Raze' Spence, Craven Arms, Shrops
800,028 Robert Swindells, Parkstowe, Dorset

**NARC (Ocean)**
1,954,620 (Completed) Patrick Walsh, Formby, Merseyside
1,210,950 (Completed) CJ Berry, Woolton, Liverpool
584,600 (Completed) C Maddocks, Killamarsh, Sheffield

**NAVY S.E.A.L.S (Ocean)**
221,318 (Completed) Patrick Walsh, Formby, Merseyside
213,585 (Completed) Neil 'the Navy SEAL' Higgs, Coventry
210,940 (Completed) Steven King, Kendal, Cumbria

**NIGHT SHIFT (Lucasfilm/US Gold)**
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$80,000 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
$77,480 C Maddocks, Killamarsh, Sheffield

**OUTTAKE 2 (Megatape 20)**
14,520 Jonathan Chapman, Grimsby, South Humberside

**PANG (Ocean)**
630,275 Paul Cardno, Formby, Merseyside
77,350 Richard Beckett, Wiggington, York

**POWERAMA (Megatape 21)**
12,221,200 Michael Garnett, Hatfield, Herts
7,175,825 Damon Naile, Exmouth, Devon
6,455,850 Gary 'Raze' Spence, Craven Arms, Shrops

**PREDATOR 2 (Imageworks)**
1,758,375 (Completed) Bart (Slade) Hendrix, Horst, Netherlands
975,875 Mark Fletcher, Mount Florid, Glasgow

**PUZZNIC (Ocean)**
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,801,100 (Level 8-6) Iain McLaren, Anonyville
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium

**REVENGE OF THE MUTANT CAMELS (Megatape 19)**
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria
118,654 Matt 'Mutant' Rhodes, Cartmel, Cumbria

**ROBOCOP II (Ocean)**
9,015,000 (Completed) Paul Turville, Churchdown, Glos
7,868,000 (Completed) Matthew Dainty, Shrewsbury
6,273,000 CJ Berry, Woolton, Liverpool

**SLAYER (Megatape 17)**
35,710 (4 times round) Scott 'Kwik Snax' Leach, Sutton Park, Hull

**SMASH T.V.**
9,221,940 Stephen Blidgeon, Newall Green, Manchester
9,159,720 Neil J Reive, Lockerbie, Dumfriesshire

**SPIKE IN TRANSYLVANIA (CodeMasters)**
16,010 (Completed) Scott 'Dodo' McKee, Stowmarket, Suffolk
2,600 Graham Keeling, Bournemouth, Dorset

**SUBTERRANEA (Megatape 13)**
38,270 (Completed) Steve Arnott, Huntingdon, Cambs
10,710 Patrick Walsh, Formby, Merseyside

**THRUSTABALL (Megatape 19)**
3,418,854 Gary 'Raze' Spence, Craven Arms, Shrops
326,427 Damon Naile, Exmouth, Devon
123,417 Rory 'Revs' Stamp, Barngarth, Cumbria

**VENDETTA (System 3)**
(Time Left)
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland
39:26 Chris (WAK) Everett, Worcester

**WELLTRIS (Infogrames)**
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!

**ZYBEX (Megatape 15)**
90,950 Michael Garnett, Hatfield, Herts
29,720 Steve Arnott, Huntingdon, Cambs

## The February Charts!

### • THE READERS' CHART

| | | | |
|---|---|---|---|
| 1. | (2) | Creatures | (Thalamus) |
| 2. | (1) | Turrican II | (Rainbow Arts) |
| 3. | (3) | Smash TV | (Ocean) |
| 4. | (–) | World Wrestling Federation | (Ocean) |
| 5. | (–) | Lords Of Midnight | |
| 6. | (7) | Speedball 2 | (Image Works) |
| 7. | (–) | Turbo Charge | (System 3) |
| 8. | (4) | Navy SEALs | (Ocean) |
| 9. | (5) | World Class Rugby | (Audiogenic) |
| 10. | (8) | Midnight Resistance | (Ocean) |

### • MOST HATED POLITICIANS

1. Neil Kinnock
2. Kenneth Baker
3. John Major
4. Roy Hattersley
5. Paddy Ashdown

**• THE ALL-NEW SCORES AND CHARTS FORM!**

Yes, now you can enter your high scores and chart votes on one simple form (if you have more than three high scores, you can put the extra ones on a piece of paper). Don't forget to vote for your fave games — from now on I'LL ONLY ACCEPT SCORES IF THEY'RE ACCOMPANIED BY CHART VOTES! And anyway, you could get lucky and win £30 worth of software like lucky old Gobinder Jhipta of Perry Barr, Birmingham.

**MY TOP THREE SCORES ARE:**
1. ..........................................
2. ..........................................
3. ..........................................

**MY TOP THREE GAMES ARE:**
1. ..........................................
2. ..........................................
3. ..........................................

**MY FAVOURITE YOGHURT FLAVOUR IS.........................**

**NAME.........................................**
**ADDRESS....................................**
**...............................................**
**...............................................**
**..............POSTCODE..............**

# It's Corky!

**Freezing February is around again, as are stacks of Valentine cards. If you're like me you send loads of the little buggers out, but don't receive any back (aaah, get the violins out). Although as I'm writing this intro at the end of December, I just have time to ask the girlie tipsters among you to take pity and send me a card (grovel, smarm). Congrats go to 'fattie' Phil who recently became editor of the best C64 mag around, but a hearty boo and hiss go to Stu who has recently defected to our sister mag Sega Force. Although Scorelord is still making his life hell, he can reach Stu across the room with the extendible boxing glove he received for Chrimble. This month I have for your delectation a *Smash TV* solution, some more *Rod-Land* tips, various Dizzy stuff (thankfully without Vic Reeves) and loadsa general hacks, maps and tips. So let's dive into the best tips section this side of the Milky Way. 'Use flame units only, I want rifles slung... and no grenades'.**

## SMASH T.V.

(Ocean)

**Not content with the galactic domination of** *Supremacy*, **David Chapman from Aberdeen has become a gameshow contestant to bring you an ace** *Smash TV* **playing guide.**

### WEAPONRY

**Triple Shot** — Long range, three directions, one point damage
**Red Bombs** — Short range, two points damage.
**Yellow Bombs** — Short range, thrown, two points damage.
**Missile** — Long range, goes through everything like a hot knife in butter.
**Multiple** — Effective only with missile/pistol, gives one extra shot.
**Pistol (basic)** — Long range, one point damage, infinite ammo.
**Whirling Blades** — Personal range, kills everything except Mr Shrapnel and end-of-level guardians.
**Shield** — Personal range, ten seconds of invulnerability, reduced by collisions.
**Keys** — Let you explore secret rooms, if you can find them.
**Smart Bomb** — Kills everything on the screen in the blinking of an eye, and a good thing too.

### ENEMIES

**Thugs** — One point to kill, touch to kill.
**Mr Shrapnel** - Only attack with bombs/missiles, eight-direction long-range shooting attack.
**Wall Gunners** - Ten points to kill, single shot, 180° arc of fire.
**Mines** — Indestructible, touch to kill, stationary.
**Tanks** — 16 points to kill, single shot, 360° arc of fire.
**Orbs** — Two points to kill, single long-range long-laser pulse — cardinal directions only.
**Saucers** — Two points to kill, touch to kill.
**Robots** — One point to kill, touch to kill.
**Swarmers** — Two points to kill, centre only, touch to kill.

### ARENA 1

**Arena 1** — Waves of thugs from four directions. Preferred weapons: Triple Shot, Whirling Blades and Multiple.
**Collect Power-ups** — Waves of thugs, mines and shrapnels. Preferred weapons: Triple Shots, Whirling Blades and Missile.
**Eat My Shrapnel** — Mines, shrapnels and thugs. Preferred weapons: Missile, Shield and Red Bombs.
**Total Carnage** — Mines, thugs and tanks. Preferred weapons: Missile, Shield and Whirling Blades.
**Crowd Control** — Wall gunners, mines and waves of thugs. Preferred weapons: Triple Shot, Whirling Blades and Missile.
**Tank Trouble** — Wall gunners, mines, shrapnel and thugs. Preferred weapons: Shield, Whirling Blades and Missile.
**Collect Keys** — Thugs, wall gunners, shrapnels and mines. Preferred weapons: Shield, Whirling Blades and Missile.
**Meet Mr Shrapnel** — Wall gunners, mines, shrapnels and thugs. Preferred weapons: Missile, Triple Shot and Shield.
**Bonus Prizes** — Mines and thugs, collect bonus prizes quickly and beware of the shrapnels. Preferred weapons: Triple Shot, Whirling Blades and Multiple.
**Mutoid Man** — Shoot the left arm, and then the right. Now shoot at the body to destroy him. Preferred weapons: Missile, Red Bombs and Shield.

### ARENA 2

**Orbs** — Orbs (surprisingly). Preferred weapons: Red Bombs, Triple Shot and

## CJ IN THE USA

(Code Masters)

**My thanks go to** Rory 'Revs' Stamp **from Cumbria for this handy first-level CJ playing guide. But before I go on Rory has asked me to say hello to Matt, Sam, Dan and Waz P. So without further ado...**

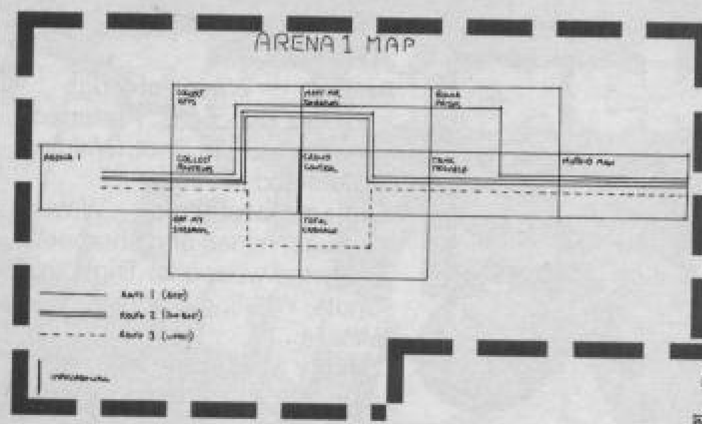
First get the two bombs on the right-hand platform. Then jump up on the blocks to the lift and let it take you to the top platform. Go up and left from here using the blocks suspended in the air, until you reach the block that is level with the wall. Jump onto this and move left, down the stairs. Go past all the blocks until you reach the far-right, downwards passageway. Fall down here and push the joystick to the right as you fall.

Jump over the water at the bottom and then go up. kill the cute Croc, jump the spikes and fall down (adjusting your fall so that you land on the block in the water). Once there wait until the Footy Player and the surviving Croc are close, then bomb the basts. Now head left using the platforms and get onto the gliding block. Allow it to take you right, then jump onto the end blocks and transfer to the platform moving the other way.

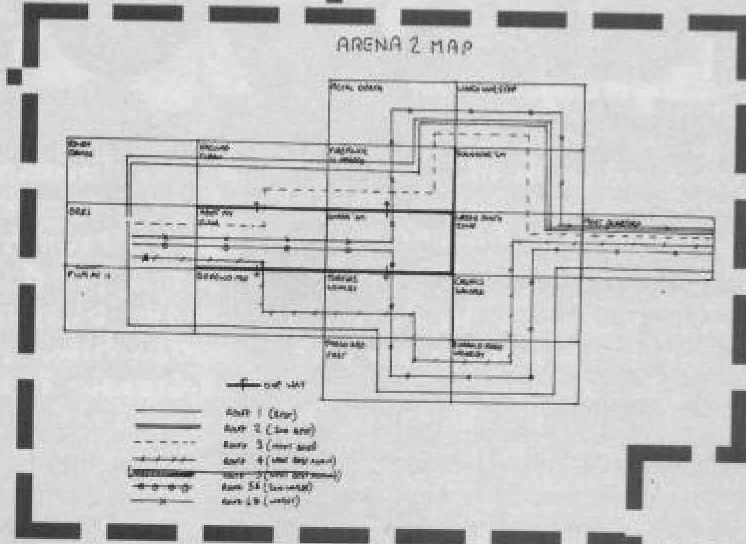
Let it take you to the far left and jump off when you reach the end blocks. Using the blocks go right, but watch the creatures along the way and don't use up too many bombs. You should now be at the entrance to the complex, go down. Move up the shaft to the right, then back up and go left. Drop into the small hole to save an elephant. Now you are going to have to drop exactly at the right time to land on the gliding block you encountered earlier (miss it and you'll have to start again).

Repeat the preceding steps, but this time when you reach the entrance to the complex go up on the platforms. Go left here and jump up to the single blocks. Jump up again and move left a tad, now drop off to save another pachydermal pal. Go down the right shaft to the single blocks, go right and another elephant is out of the bad guys' clutches. Now go back up and drop down to the small passageway, pressing the joystick to the left as you fall.

Go down the shaft, drop off to the right and push left while falling. You have reached the first guardian. Keep your distance and peanut him. If he hits you, move in close while invincible and bomb him.




**These Are Fast** — Robots. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Buffalo Herd Nearby** — Mines, robots and swarmers. Preferred weapons: Triple Shot, Whirling Blades and Missile.

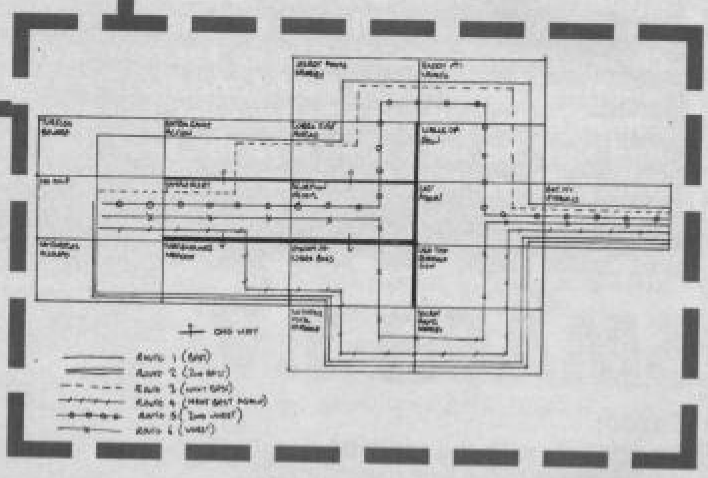



Shield.
**Rowdy Droids** — Mines, saucers and those rowdy robots. Preferred weapons: Red Bombs, Triple Shot and Missile.
**Vacume Clean** — Mines, robots and swarmers. Preferred weapons: Triple Shot, Whirling Blades and Shield
**Firepower Is Needed** — Mines, swarmers and robots. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Metal Death** — Saucers and robots. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Watch Your Step** — Mines, robots and shrapnels. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Slaughter Em** — Mines, swarmers, robots, saucers and shrapnels. Preferred weapons: Missile, Whirling Blades and Shield.
**Laser Death Zone** — Orbs, saucers, robots and tanks. Preferred weapons: Missile, Shield and Red Bombs.
**Film At 11** — Mines, saucers and robots. Preferred weapons: Triple Shot, Red Bombs and Shield.
**Defend Me** — Mines, robots, saucers and shrapnels. Preferred weapons: Missile, Shield and Whirling Blades.
**Turtles Nearby** — Mines, tanks and orbs. Preferred weapons: Missile, Shield and Whirling Blades.

**Chunks Galore** — Mines, swarmers, saucers and robots. Preferred weapons: Missile, Triple Shot and Whirling Blades.
**Meet My Twin** — Robots and shrapnels. Preferred weapons: Missile, Shield and Tripe Shot.
**Smash Em** — Robots, saucers and swarmers. Preferred weapons: Triple Shot, Missile and Whirling Blades.
**Meet Scarface** — Shoot and destroy all of Scarfaces rim to destroy him. Preferred weapons: Missile, Red Bomb and Yellow Bomb.

### *ARENA 3*

**No Dice** — Mines, priests and tanks. Preferred weapons: Missile, Whirling Blades and Shield.
**No Turtles Allowed** — Priests, mines, snakes and swarmers. Preferred weapons: Triple Shot, Multiple and Shield
**Turtle Chunks Needed** — Mines, priests and shrapnels. Preferred weapons: Triple Shot, Shield, Missile.
**Dynamite Cobra Boss** — Mines, snakes, saucers and robots. Preferred weapons: Triple Shots, Whirling Blades and Shield.
**Witness Total Carnage** — Mines, snakes, saucers and thugs. Preferred weapons: Triple Shot, Missile and Shield.
**(South) Secret Rooms Nearby** — Thugs, mines and shrapnels. Preferred weapons: Triple Shot, Missile and Shield.
**Use The Buffalo Gun** — Mines and robots. Preferred weapons: Triple Shot, Missile and Shield.
**Last Arena?** — Mines, saucers, swarmers and thugs. Preferred weapons: Triple Shot, Missile and Whirling Blades.
**Turtles Beware** — Thugs, mines and snakes. Preferred weapons: Triple Shot, Blue Bombs and Whirling Blades.



**Extra Sauce Action** — Mines, shrapnels, snakes and thugs. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Cobra Just Ahead** — Mines, priests and shrapnels. Preferred weapons: Missile, Whirling Blades and Shield.
**(North) Secret Room Nearby** — Mines, thugs and tanks. Preferred weapons: Missile, Whirling Blades and Triple Shot.

## WAZ P MUSIC LINES

**Here's the next load of Waz P Ultimate Music Hack Data lines for your most esteemed C64.**

**SUPER SPACE INVADERS (Domark)**
100 DATA
0,0,0,0,0,0,0,0,0,148,45,166,45,169,0
**MIAMI CHASE (Code Masters)**
100 DATA
0,1,2,0,1,2,0,1,2,0,48,3,48,169,0
**TURBO CHARGE (System 3)**
100 DATA
0,0,0,0,0,0,0,0,0,0,176,3,176,169,0
**ROD-LAND (Storm)**
100 DATA
0,1,2,3,0,1,2,3,0,1,102,173,195,173,1
69,0
**DARKMAN (Ocean)**
100 DATA
0,6,12,18,0,6,12,18,6,100,161,66,162,
162,0

## SMASH T.V.

(Ocean)

**Here is a handy music hack from me old hoppo Waz P. Just load in the game and reset it on the intro screen. Now type in the listing (saving it in the process), and RUN it for loadsa muzak.**

```
0 REM SMASH TV INTRO MUSIC
HACK BY WAZ
1 FOR WA=4096 TO 4198: READZ:
POKE WA,Z: C=C+Z: NEXT
2 IF C<>11124 THEN PRINT "ERROR":
END
3 PRINT CHR$(147); "PRESS 1 TO
RESTART TUNE": SYS 4096
10 DATA
120,169,016,141,021,003,169,042
11 DATA
141,020,003,169,053,133,001,234
12 DATA
234,032,116,178,169,055,133,001
13 DATA
169,075,141,181,220,162,000,142
14 DATA
014,220,232,142,026,208,088,076
15 DATA
039,016,169,130,141,018,208,169
16 DATA
001,141,025,208,141,032,208,169
17 DATA
027,141,017,208,169,053,133,001
18 DATA
032,077,016,169,055,133,001,206
19 DATA
032,208,076,090,016,032,119,178
20 DATA
032,119,178,032,119,178,032,119
21 DATA
178,096,173,001,220,201,254,208
22 DATA
003,076,000,016,076,126,234
```

ZZAP! 64 FEBRUARY 1992 • NUMBER 81

**Enjoy my Wealth** — Mines, saucers, swarmers and thugs. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Walls Of Pain** — Mines and robots. Preferred weapons: Triple Shot, Shield and Multiple.
**Temple Alert** — Mines, priests, snakes, saucers and tanks. Preferred weapons: Triple Shot, Whirling Blades and Missile.
**Scorpion Fever** — Mines, thugs and snails. Preferred weapons: Triple Shot, Whirling Blades and Shield.
**Eat My Eyeballs** — Shoot the left arm, and then the right arm. Now continually shoot the body to destroy the gameshow host, and end the game. Preferred weapons: Missile, Red Bomb and Shield.

# SPELLBOUND DIZZY

**(CodeMasters)**

**Here's the second Dizzy solution from** Richard **and** Christopher Beckett.
Flick the switch and the trolley will disappear. Collect the star and the fruit. Go to the railings on the top left of the screen and pick up a piece of railing. Collect the star which was underneath it and drop the railing. Go right and let the gusts of wind carry you to the top of the pit. Go to the far right of the screen and pick up a clump of leaves from the tree. Pick the star up from under them and drop the leaves. Jump to the other side of the pit and pick up some grass. Collect the star from under it then drop the grass. Go left and pick up the star and fruit.

Walk in front of the wizard and talk to him. Go left then pick up two rocks and collect the star. Walk two screens right and fall down it. Go down two screens until you arrive at a junction. Go left two and drop the rocks. Take the fruit and cement and go right twice. Take the bucket and pour cement into the water. Cross the water and take the bag (you can now carry four objects). Talk to Daisy and take the umbrella. Go left and take the star. Go up to the top of the pit, go left and give the wizard the umbrella. Go right and float up (the umbrella lets you do this), go right once (jumping on the cloud on the way), collect the hammer and net and fill the bucket with water from the pool.

## *Wind breaks fall*

Go left once and float down on the wind for a soft landing. Go right once and hit the rock with the hammer and drop everything. Take the grass and the star from under it, then drop the grass. Go down and collect the two pieces of fruit and the star. Talk to Denzil and he'll give you his ZX81. Take the trampoline from the left-hand corner and put it on the slope in the ground. Jump on this to get out of the cave. Go left twice and give the wizard the ZX81. Go left and collect four rocks. Go right twice, go down three times and get the fruit and star. Go down once, left once, get the fruit and drop the rocks. Go right once and get the shamrock, then go up four times and jump left twice.

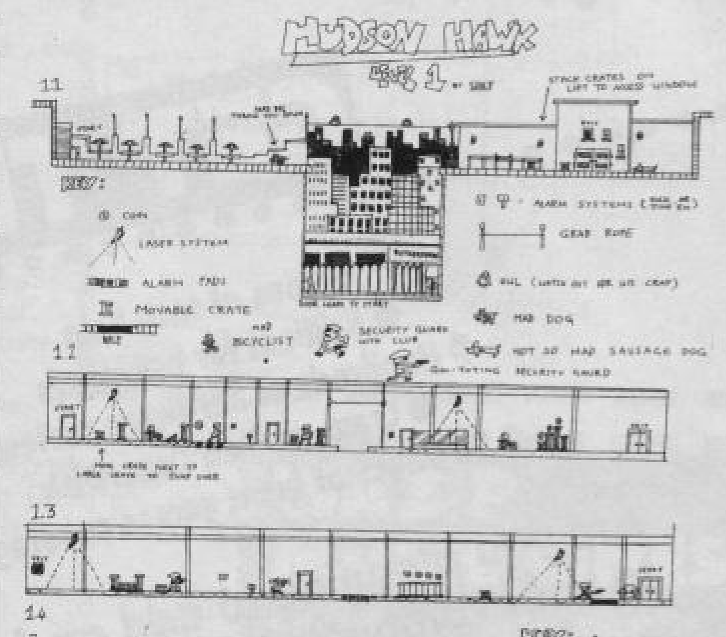
Jump on the mushroom to the right and



# HUDSON HAWK

**(Ocean)**

**Many thanks go to** James Lightfoot **from Surrey for this most non-heinous first-level** ***Hudson Hawk*** **map. Maybe the rest of you bodacious dudes and babes can send in some more.**



# TERMINATOR 2

(Ocean)

**Hasta La Vista Baby, type in the following listing (save it for future use) and RUN it. Select the levels you want to cheat on (answer Y or N) and the game will load with the appropriate cheats. The cheats are:
Levels 1,2,4,5,7,8,9 — Infinite Energy
Levels 3 and 6 — Infinite Time**

```
0 REM TERMINATOR 2
CONSTRUCTION KIT!
1 REM BY WAZ FOR ZZAP! (C) 9/12/91
2 FOR WA=267 TO 448: READZ:
C=C+Z: POKE WA,Z: NEXT
3 IF C<>81677 THEN PRINT "ERROR":
END
4  FOR WA=1 TO 9
5 READ T1(WA), T2(WA): PRINT
"CHEAT ON LEVEL"; WA;: INPUT A$
6 IF A$="N" THEN FOR Z=T1(WA) TO
T2(WA): POKE Z,234: NEXT Z
7 NEXT WA
8 POKE 157,128: SYS 267
10 DATA
032,086,245,169,032,141,089,003
11 DATA
169,030,141,090,003,169,001,141
12 DATA
091,003,096,141,032,208,169,094
13 DATA
141,146,004,169,001,141,151,004
14 DATA
169,023,141,125,005,169,001,141
15 DATA
126,005,169,026,141,127,005,141
16 DATA
128,005,169,032,141,244,005,169
17 DATA
077,141,245,005,169,001,141,246
18 DATA
005,096,141,032,208,206,032,208
19 DATA
173,017,005,201,004,208,003,032
20 DATA
182,001,096,162,000,173,017,005
21 DATA
201,005,208,003,142,224,026,201
22 DATA
006,208,012,142,140,011,142,148
23 DATA
011,142,085,020,142,093,020,201
24 DATA
007,208,003,142,015,033,201,008
25 DATA
208,006,142,073,035,142,243,035
26 DATA
201,009,208,003,142,219,026,201
27 DATA
010,208,003,142,021,028,201,011
28 DATA
208,005,234,234,142,008,019,201
29 DATA
012,208,006,142,076,019,142,072
30 DATA
020,201,013,208,003,142,246,026
31 DATA
076,000,026,169,094,141,132,242
32 DATA
169,001,141,133,242,096,359,361
33 DATA
366,377,382,384,389,394,399,401
34 DATA
406,408,413,417,422,427,432,434
```

then jump into the clouds. Jump onto the right cloud and then onto the top cloud, and finally jump left to the leprechaun. Give him the shamrock and take his honey in return then go right along the clouds and float down. Go left twice and take 32 rocks, then go left twice and go down the pit then go left once. Drop the honey next to the bear (don't walk into him 'coz he drains your energy), he'll eat it and then bugger off.

Go left once and collect the talisman, the wrench and the fruit. Jump onto the railing and take part of it, collect the star (dropping the rocks first) then drop the railing again. Talk to Grand-Dizzy and take his hearing aid, the go right once, then up once and left once. Drop the hearing aid next to Dylan and take his vibes. Go right once, up once and left once and give the Wizard the vibes. Go left once and drop everything, then take a rock. Go right twice and then go down the pit, go left once, take the hearing aid and drop the rock.

### *You what?*

Go right once, up once and left once, and give the Wizard the hearing aid. Go left once and drop the hearing aid and take the talisman, the wrench and the ZX81. Go right three times and get the bucket of water. Go left three times and jump right off the mushroom into the clouds and then go left once to visit the leprechaun again. Give him the talisman and take the star when he leaves. Go left once, down once and drop the wrench next to the crusher. Get the two pieces of fruit and jump from the left corner of the crusher.

Move some of the railings, take the star and (yep, you guessed it) drop the railings again. Jump right and get the star, then go left once and jump on the mushroom where Dozy is sitting. Take his shears and jump to the right, then go up once, left once and put the water from the bucket into the bowl. Flick the switch to form clouds and jump up on them. Don't jump left as there's a bug in the program, causing it to crash. Go right once, take the star and fruit and talk to Dora. Drop the ZX81 and take the fish food. Go left, down, right, right, right, right and float down. Go left once and give the wizard the fish food and shears.

Go left and get two rocks. Go right three times, drop the fish food and take the net. Go left once, down four times, left once, cut the plant with the shears and get the star. Trap Pogie with the net, take his collar and drop everything else. Go right and up, go left once and give the wizard the collar. Drop the collar, talk to the wizard and take his plug. Go right twice and take the umbrella and the fish food. Go left once, up once and right and put the fish food in the water. Ride the whale to the right and get the screwdriver, go left three times along the clouds. Then go left once, up once and right once and take the ZX81, then jump on the table and mend the plug. Drop computer, plug and screwdriver in the right order and you'll be sucked up the pipe. You've won, dude!

# PARADROID

(Megatape 24)

**My thanx go to** Waz P **for this *Paradroid* invulnerability hack. Just type in the program, RUN it and press play on the tape.**

```
0 REM PARADROID HAX BY WAZ
1 FOR WA=272 TO 348: READZ:
C=C+Z: POKE WA,Z: NEXT: IF Cu
 2 POKE 157,128: SYS 272
10 DATA
032,044,247,056,169,076,141,196
11 DATA
003,169,041,141,197,003,169,001,
12 DATA
141,198,003,076,081,003,087,065
13 DATA
090,162,000,189,072,001,157,000
14 DATA
077,232,224,021,208,245,169,076
15 DATA
141,224,111,169,000,141,225,111
16 DATA
169,077,141,226,111,076,000,016
17 DATA
173,030,208,133,079,016,011,173
18 DATA
046,208,201,241,208,004,169,127
19 DATA
133,079,076,229,111
```

**Station, my most excellent friends, that's the end of another eventful month at ZZAP! Towers. Especially as I have now defected from CRASH to the best C64 mag permanently. But it seems that my plan has backfired 'coz CRASH Ed Lucy Hickman is now our Managing Editor, I can't get away from that woman. The latest shock news is that Stu has defected to a non-EuroPress mag, yes the ex-Ed has flown to Sega Pro. I think we should send Scorelord round to sort him out, or better still, set Lucy on him.**

**Once she sinks her nails into your CENSORED, she's even more powerful than Scorelord. She even scared the living daylights out of old fishbowl head last week, I didn't know an alien's eyes could water quite so much. But that's enough waffle from me, send in your tips, maps, hacks etc to the usual address. And you too could see your hard work printed in the hallowed halls of Corky's Tips. Send all yer stuff to Europress Impact Ltd, IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW. 'Gentlemen, we're history, so be excellent to each other.'**

# DIZZY
## PRINCE OF THE YOLK FOLK

**(Code Masters)**
**The** Beckett Bros **from York have been busy little beavers recently, yep Richard and his brother Christopher have sent me solutions to *Dizzy - Prince Of The Yolk Folk* and *Spellbound Dizzy*, both from the *Dizzy's Excellent Adventure Pack* (party on, dudes!). First up (missus) is the *Dizzy - Prince Of The Yolk Folk* solution.**

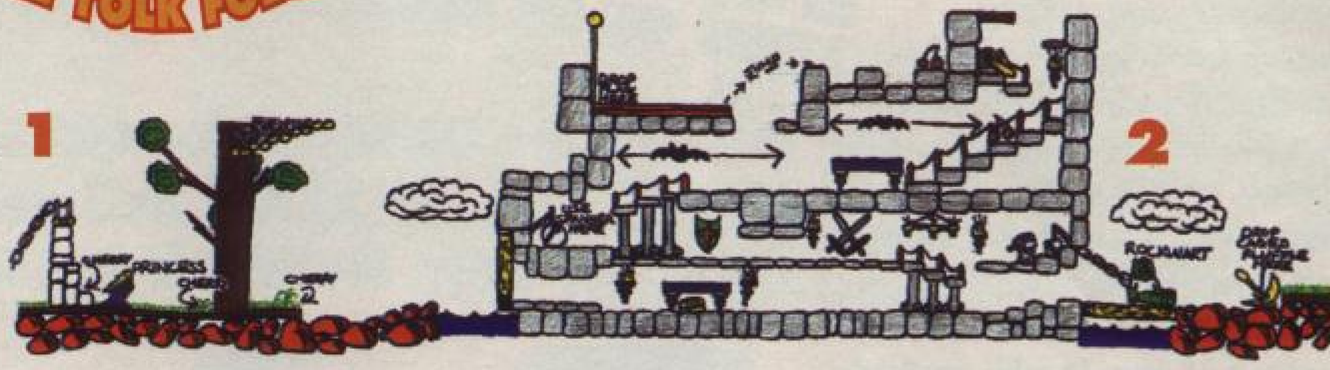
When you start, take the water, leaves and matches. Then stand next to the door and drop the leaves, light them with the matches and throw the water on the burning door. Go left twice and pick up the pickaxe, then go right three times and collect the cage. Now go right and jump on the clouds to get the bridge kit. Drop down from the cloud and walk left to the base of the cliff, now use the pickaxe. Drop the axe, go left and up to get the gold. Go down and right three times, catching the boat on the way, give the gold to the boatman.

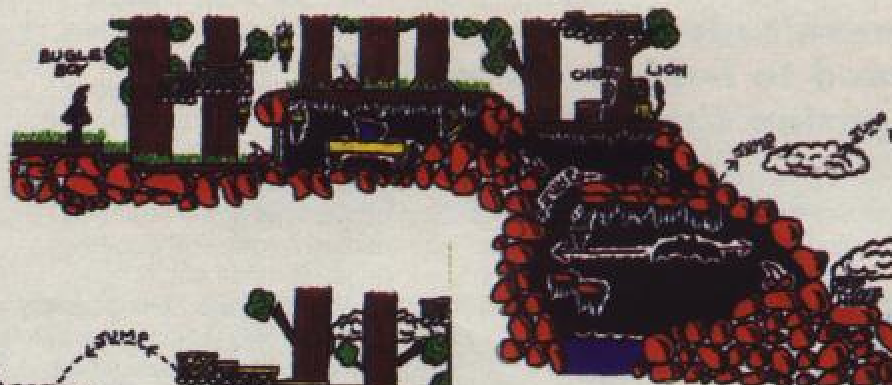
Once back on dry land go right and up the tree. At the point on the map marked X, drop the bridge kit. Go up and jump onto the cloud (marked on the map), now drop onto the lower cloud and walk off to the right. Pick up the harp and go left, jump the water and go left again. Now drop the cage next to the Fluffle. Climb back up the tree to the point where you jumped onto the cloud and go left, leaping on the clouds you find here until you reach heaven. Hand the harp over and collect the cheese, take this to the cage and drop it. Pick up the cage (which now contains the Fluffle) and return to the point where the pickaxe was found.

Drop the Fluffle at the point marked on the map, the troll will then cack his panties and run away. Go left and take the top-right passage, get the motor and take it to the boatman. He will give you his scythe (so you'd better duck), now return to the screen where you discovered the harp. Stand in the gap next to the rosebush and use the scythe. Now go right and pick up the bugle. Then take the top-left exit, go up, right twice, top left and left twice to get the tweezers.

Go to the lion and pull the thorn from its paw with the tweezers, then head for the screen where there are two Dizzys (the hero and an imposter). Next to the button on the top layer, drop the thorn, then go right and take the bottom-left exit. Walk along so that the second Dizzy steps on the thorn and dies. Take the spanner back to the screen where you used the pickaxe, go left, top left and left to the broken mechanism (position 17 on the map).

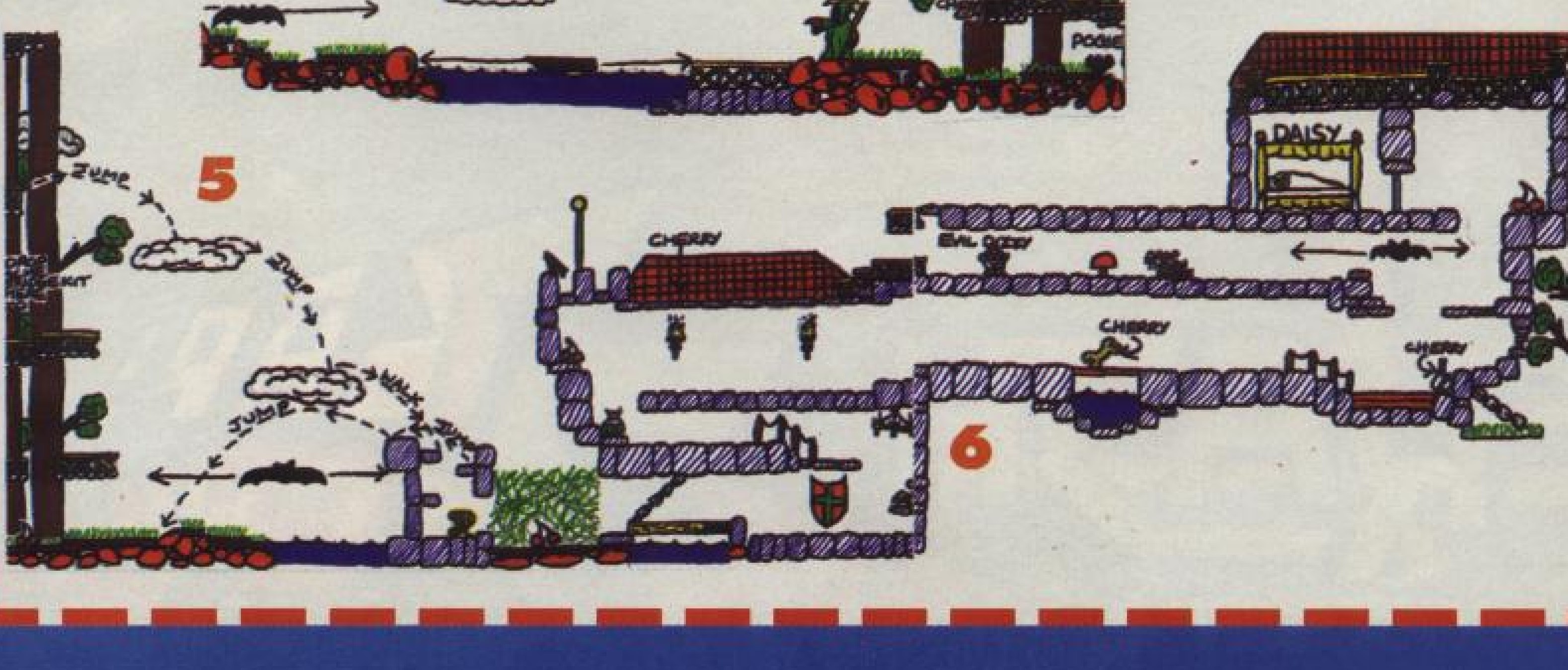
Use the spanner here and the drawbridge will open, now go right to the geezer with the magic carpet and give him the bugle. Take his jokebook and go left twice, bottom left and then as far left as possible. Give the Princess the jokebook and take her flag. Go to position A (on the map) in the castle and drop the flag next to the flagpole. Get the person present to blow the bugle, this summons the King. Talk to him and you'll become Sir Dizzy (ie you'll be knighted). Go right and collect the 20 cherries and head for position D on the map. Open the door with the key and kiss Daisy, this ends the game (hurrah).









# INTER-MAGA

**There's been loadsa scrapping in the EuroPress Impact office of late. Those console-crazy Sega Force folks have been endlessly boasting about how much harder Sega games are and therefore how much better gamesplayers they are. Cue fists, feet and ambulances. Something had to be done before it all ended in tears.**
**So after dragging Paul off Nick, getting a JCB to lift Phil off the floor, informing Paul a broken styrofoam cup isn't the best weapon and anyway kicking somebody's ****ing head in wasn't nice, we agreed to hold an Inter-Magazine Challenge.**

## Introducing DJ Nicko for CRASH, Phil 'Fatty' King for ZZAP! and newcomer Paul 'Toy Boy' Mellerick for Sega Force!



Problem solved, you may think. Not a hope in hell! The fighting then got even worse trying to decide which games to use. Nick wanted to play *Dizzy* on each format — Mega Drive, Spectrum and Commodore 64. We explained you can't get *Dizzy* on the Mega Drive but he said that was no flippin' excuse and went into a major sulk until Paul mentioned Mega-Blasting *Pit-Fighter* which boasts enough violence, whips and busty maidens to keep any reviewer happy. Cue round one…

## PIT-FIGHTER
### (Mega Drive)

First up is novice ZZAP! Ed, Phil 'Fattie' King who nervously takes the hotseat. Phil fights as well 'ard ex-kick boxer Ty. We've no idea if he's the best option but Phil insists on him 'cos he has these really sexy red pyjamas on. They all have as it happens, but let's not speculate on the sheep farmer's thought processes. By a sheer fluke young Phil gets off to a cracking start with a record knockout time in the first round.

His favourite round though, is his tussle with the strangely named Angel — she of the huge stilettoes and bulging biceps. Obviously being picked up by a pretty woman is a rare event for Phil — there aren't that many gals who can swing this porker over their head!

'Ow! Ow! Get in there boy. Oh no, not the crate of bananas,' he wails, before finishing after the five-minute time limit on a rather poxy score of 58,290.

### *Arse whupping*

Now it's Nicko's turn. After spending ages whingeing about not having a decent joystick, he finally selects Ty, gets into gear and goes for it.

His war cry is almost as compelling as Phil's, courageous stuff like: 'Run away! Get off me' and 'Oh no, the b*******'s got a knife'. He's got a good woman behind him though — CRASH Editor Lucy Hickman with a big



**● This dobba on the Zzap! office floor was so big, Crash's DJ Nicko must have had his eyes shut when he stepped in it!**

CRASH ZX SPECTRUM VS ZZAP! 64 VS

# ...ZINE CHALLENGE!

CRASH VS ZZAP! 64 VS SEGA FORCE

ROLL UP IT'S THE MARVELLOUS

CRASH binder to bounce off his skull for mistakes, and his attitude is one of intense concentration, rewarded with a respectable 58,560.

## Final fight

At last. Paul's turn. We find the 'National Computer Games Challenge, Birmingham Heat Champion' demonstrating a few Pit-Fighter moves to Claire. She lets him off his knees and after a few gulps of air he's right



as rain again. Face still a little purple he can't resist yet another lengthy brag about how *easy* this is going to be.

We sit Paul down, stick a control pad in his hand and the action begins. Sort of. Paul's still boasting. Using somewhat unfair tactics CRASH's leggy Editor has dropped her blood-stained CRASH binder, pulled up a chair and begun batting seductive hazel eyes at our Paul. Our gamesplaying genius adoringly recounts yet again his 'famous' Brummie victory and everyone falls asleep until Lucy suddenly bellows 'five minutes are up' and writes down the score. 56,300. The lowest of the lot.

'I didn't know it was just for five minutes,' says Paul imploringly. Lucy laughs, Claire snorts and well, what can you say? You're fired?



## IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (C64)

Phil's fave choice for the Inter-Magazine Challenge was *Insects In Space*, a *Defender* clone distinguished by a naked woman shooting lasers from her chest area. Fortunately after a quick fumble in the disk boxes Phil's marvellous patented filing system fails completely.

Call in the game with the biggest, awkwardest title in the world. Obviously fancying himself as a bit of an Iron Man, Phil bungs this nifty Graftgold conversion into the old disk drive. On loading, a bevy of top-heavy babes appear to introduce the game and a selection of cars.

The game's a variation on *Super Sprint* — ie lots of really tiny sprites whizzing around a twisty bit of track. *Iron Man* improves things with a tilted overhead view and up to three human-controlled cars out of a total of four.

Phil picks the red car, coz it's like his Metro 0.1, Paul picks the blue because he supports Leicester City (as does Phil funnily enough — although nothing's quite so hilarious as the team!), while Nick gets stuck with the yellow car. Having had the misfortune of being a passenger with all three drivers this is a spectacle I can't miss.

For the ignorant, Nick drives like Nigel Mansell after he's been disqualified from a race, Phil drives like Mother Hubbard (always forgetting glasses, seatbelt, headlights, car...) and Paul simply drives into walls, cars and streetlamps (two cars totalled so far!). Living up to his reputation Paul gets lumbered with using keys and in practice comes a dismal last time after time.

## And they're off!

Nick puts pedal to metal and his yellow car zooms way out into the lead, he's absolutely unstoppable until the first bend when he forgets about brakes, splatters across a wall, tumbles around a few dozen times and finally gets moving in the right direction... five minutes after the others have finished a couple of laps. Paul's somehow fluked into the lead, with Phil breathing hard down his neck (strange




● **Phil had cunningly slapped Super glue on Nicko's joystick, he is seen here in agony, while Paul phones for an ambulance!**

boy!). After some patient explanation by Lucy, ie a strong slap across the head accompanied by the words 'brake, you idiot, brake', Nick gets back in the race and briefly tussles with Phil for second place before hitting another wall.

Race 1: Paul first. Phil second. Nick third (somehow).

The lusty lovelies return to offer a

# INTER-MAGAZINE CHALLENGE

ROLL UP IT'S THE MARVELLOUS

CRASH VS ZZAP! 64 VS SEGA FORCE

selection of upgrade hardware. Paul and Nick go for Nitros, while Phil covers the screen up to make a sneaky secret selection.

A nitro-boost gets Paul off to a good start with Phil following close behind. Nick's in last place being assisted by Lucy, who taps his shoulder every time he should brake — unfortunately this tends to knock Nick off his chair and isn't as helpful as intended…

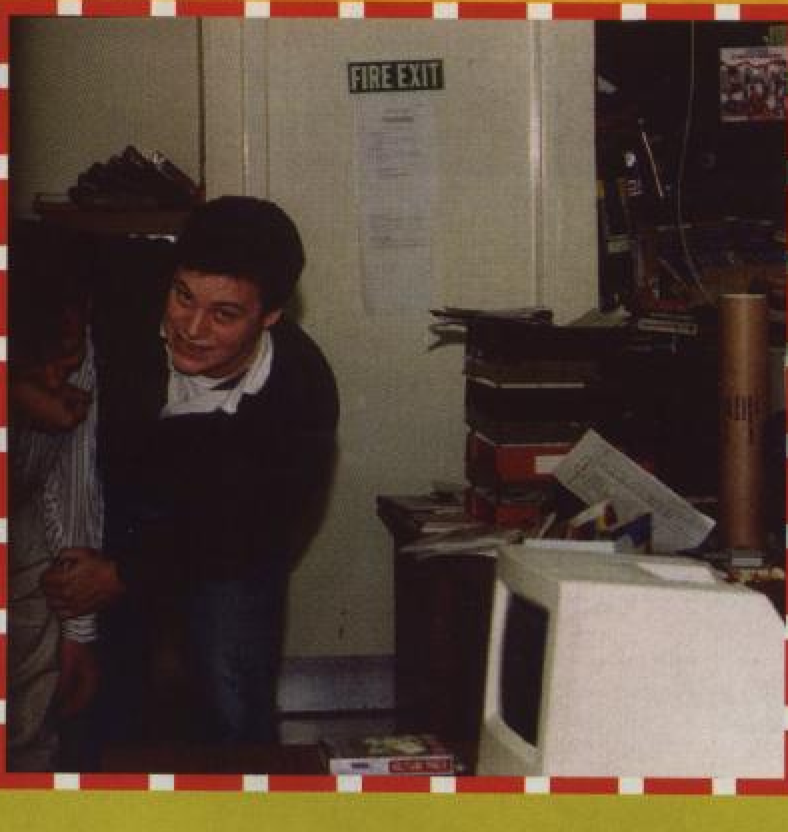
Paul and Phil are way out front, Nick's on the floor, and that's the way it finishes with Nick being eliminated as the computer car comes ahead of him.

In the third race the computer racer's even tougher, whizzing ahead of everyone else. It's a tight tussle between Phil and Paul until waggish publisher Roger Kean appears to have a few words with Phil, most of which seem to involve the word 'deadline', repeated with ever-increasing intensity! Novice Editor Fatty Phil goes pale, mumbles a bit and comes last!

Ah what skill, what glory, Paul comes first. The Sega Force team celebrates, ZZAP! give Phil a stiff whisky and Lucy asks whether the blue car wasn't a computer player too.



● Phil tries his best to kill off the opposition to increase his chances of winning. But be careful Phil, that Paul's a big bloke!




## PANIC DIZZY

**(Spectrum)**

Finally, it's Nick's turn to choose a Speccy game to play. And what does the peckish 'Pieman' go for? *Fast Food*, *Kwik Snax*, *Chubby Gristle*?

No, after his humiliating defeat on *Super Off-Road* he seems to have lost his senses completely and goes for Code Masters' *Panic Dizzy*.

It seems a puzzling choice at first, but then again Nick has had loads of practice at home, fitting shapes into the correct holes on his Fisher-Price playset, so this would surely be right up his street.

This budget Code Masters game involves moving a conveyor belt with shaped slots in it left/right to catch shapes falling from four dispensers — obviously designed to show off the Speccy's graphics!

### *Getting into shape*

Nick's eager to to play first and show off, catching three shapes simultaneously to make the dispensers rise, and getting loads of fours to earn bonus toys — as if he hasn't got enough already!

With an air of supreme confidence, Nicko manages to get through seven levels before the dispensers reach the conveyor belt to stop his game with a massive score of 69,030.

### *Fat chance*

Surely the moronic Phil can't match that? Well, the tubby twit isn't (quite) as stupid as he looks. He's been carefully studying Nick's tactics and quickly picks up the technique to score loads of threes and fours. The slothful slob shows surprisingly fast reactions, zipping the conveyor left and right to catch everything in sight. Completely entranced by the action, he seems to be playing for an age before finally succumbing to the falling dispensers with an overweight score of 103,490, and cries of sheer disbelief from Nick and Paul.

Now that has to be the final shock of the day. After all there's no way plonker Paul can master such an obviously intellectual game? Nope, he can't and even after several practice runs he only manages 63,160, ruining his chances of winning the Challenge.

## What A Result…



**So that's it. with two third places and a win, 'Midlands Champion' Paul comes last and the Sega Force crew immediately start plotting a suitable punishment for such humiliating failure.**
**With one win and two seconds, Nicko comes second overall — getting only a few light slaps around the face by Lucy. That means, yet again, the lard-mountain Phil is the champion and gets his just rewards — a public lynching!**
**Still, it's a funny old world. Phil won on the Spectrum, Nick on the Mega Drive and Paul on the C64. The only possible conclusion we can reach from this challenge is all three of them are in the wrong job!**

ZZAP! COMP

# GET GROOVY WITH THE BLUES BROTHERS



## And Win A Sony Discman!!




Once upon a time long, long ago there appeared a movie that introduced two villains with hearts of gold and a very distinctive wardrobe. *The Blues Brothers* is one of the funniest movies ever, as well as containing (probably) the best lager... sorry, car chase ever captured on film.

Now Palace/Titus have released the game based on the cult movie with Jake and Elwood chasing missing musical equipment. They must battle with nasty thugs, grannies in trolleys, birds that deliver smelly little messages and a variety of obstacles that wouldn't look out of place in *Run The Gauntlet*.

This competition is a bit easier than being attacked on all sides by unfriendly folk who are fed up with hearing 'Theme From Rawhide' at every Blues Brothers gig. But what mega hot prize on offer in this most bodacious comp?, I here you cry (a little louder at the back please). Well, the first prize is an totally unbogus D-99 portable compact disc player.

Amaze your friends as you walk down the street with the latest 1-bit technology blaring out your favourite music (as long as it isn't Brotherhood Of Man!). The D-99 features track programming, shuffle play (if it's like my CD player it sticks with one track), resume play and a rechargeable battery pack.

And so you have something to play on your mini technological marvel, a CD of The Blues Brothers soundtrack is included. Also there are 15 runners up prizes of *The Blues Brothers* game, so to be in with a chance just answer the following easy peasy questions.

1. Carrie Fisher starred in a trilogy of very famous movies — name them and the regal character she played.
2. Dan Ackroyd played a kookie paranormal investigator in which films?
3. Which friend of Fozzie Bear plays a prison warder at the start of the Blues Brothers movie?

Simple eh? Just write the answers on the rim of a pork-pie hat and send it to us at: *Europress Impact, NO NEED TO BE BLUE WHEN YOU'VE GOT A BROTHER COMP, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW.* And make sure your answers reach us before 14 March 1992, or we'll send Jake and Elwood over to your house to sing Rawhide (very loudly). And remember, they're on a mission from God.

# THE BLUES BROTHERS

**'Everybody needs somebody, everybody needs somebody to love'. Aeons after the cinematic release of Jake and Elwood Blues' classic escapades, the pixellated adventures of the villains with a heart of gold are finally here. MARK 'FINGERS' CASWELL dons a pork-pie hat and shades to investigate.**

**Titus/ Palace, £10.99 cassette, £15.99 disk**

The Blues Brothers are travelling across America on a major comeback tour, but disaster has struck. All of the boogie boys' equipment has been stolen (probably by people sick of continually hearing 'Theme From Rawhide'). So it's up to you and an optional pal to play either Jake or Elwood as they chase their missing gear. There are five objects to find (one on each level) and they are (in order) Guitar, Microphone, Amplifier, Concert Poster and Concert Permit. There's also a carefully hidden sixth bonus level.

The first task upon loading the game is to choose a character: both Jake and Elwood stand under their own spotlight so press that fire button and 'hit it'. You are next faced with a map of the town to be investigated, showing the five different levels to be explored. The present level is identified by a musical note, areas already covered are denoted by a cross.

## Don't go breaking my heart

But not everyone is a fan of The Blues Brothers (people who loathe Rawhide perhaps?); as you'll notice on Level One there are plenty of cops, grannies in trolleys and various thugs trying to send the heroes to R 'n' B heaven. As the cool shaded ones are hit by flying bullets, slashed by razors or run over by psycho grannies their energy levels plummet (as indicated by a string of hearts). But don't panic yet 'coz bonus items are scattered around the scene to help out.

Hearts bestow energy, hats and glasses equal extra lives, whilst collecting 100 records gives ya (much-needed) extra energy. The boyz aren't armed, but they ain't 'armless either, scattered around are crates to pick up and lob at attackers. Apart from the animate obstacles there are also inanimate ones, including water tanks, spikes and moving platforms. As with the sentient attackers, hit any of these and it's goodnight Vienna (hey, don't you mean Chicago?).



A plan of the town shows which parts you've already completed (Above). Going for a swim, New Zealand Story style (Below).





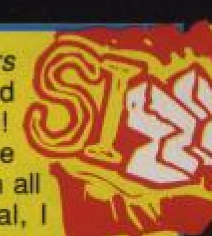
**Jake runs into Jeremy Beadle in his standard thick workman disguise! He's certainly been framed!**

## Late night shopping

Now and again shop doorways beckon; entering one takes you into the shop proper. The occasional bonus object can be found here, and it's in one of these establishments that the Guitar is lurking (I'm not going to tell you which one). Only when this has been found can you head for the red flag (gawd knows why a red flag) that ends the level and takes the pork-pie-hatted heroes to Level Two. Looking like a construction site this is the scene for more hijinks as the terrible twosome are on the lookout for a microphone.

**'The characters look uncannily like John Belushi and Dan Ackroyd'**

'Well, I guess we're really up s**t creek' (to quote Jake and Elwood), I thought as *The Blues Brothers* loaded. Twelve years have passed since the cinematic release of one of my favourite comedy films. But




**The** *Blues Brothers* has restored my faith in film licences! Picking up where the movie ends, it's rip-roaring action all the way. Not very original, I suppose: we've all seen platform games before and one or two of the exciting features are a direct steal from *New Zealand Story*, but slick execution and brilliant animation make *Blues Brothers* an essential purchase. (The way he holds onto his hat when he jumps... UNREAL!)

Although there's little variation in game style, Titus have squeezed every last ounce of playability from the genre so you won't get bored. Like the film, *Blues Brothers* the game seems destined to become a cult classic — if you don't buy it, you're a Dannii Minogue fan!



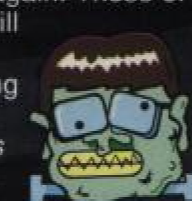


**This is The Blues Brothers, not Upstairs Downstairs. Now the lads are going to sing 'Halfway Up The Stairs' by Kermit's little nephew, Robin (not Hogg!).**

I'm not too proud to admit that the programmers have done a first-class job on the pixellated unbogus boogie boys. The characters look uncannily like the late (and much-lamented) John Belushi and Dan Ackroyd (respectively), right down to the trademarked blue suits, pork-pie hats and wraparound shades.

The simultaneous two-player option is a pleasant surprise, as many games these days are one-player only. And as this is a 'run around and collect objects'-style game, you'll probably be saying, 'Hah, no gameplay'. But *The Blues Brothers* is a very absorbing example of the genre, mainly because there are also some quite tricky puzzles to solve. Along with the ace graphics and gameplay are a fair few of the classic Blues Brothers tunes. Included are the 'Peter Gunn Theme' and my personal fave 'Everybody Needs Somebody To Love'.

The one fly in the ointment (who should know better than to throw himself willy-nilly into things), is the mildly annoying multiload. Every time you die you have to rewind the tape to the beginning and start again. Those of you with little patience will probably be tempted to give your Commie a flying lesson, but I personally think *The Blues Brothers* is well worth the hassle. Check it out now.







**Level Three's got loadsa ladders. Did you know that Bruce Forsyth once had a ladder nicked from outside his house and it was used in a burglary?!**



## PRESENTATION 89%
Two-player option, nicely drawn loading screen.

## GRAPHICS 90%
Both the Jake and Elwood sprites are colourful and realistically drawn.

## SOUND 87%
Plenty of toe-tapping tunes taken straight from the movie.

## HOOKABILITY 89%
With the two-player option the game is instantly playable.

## LASTABILITY 90%
Six levels filled with nonstop R 'n' B action keeps you playing well into the wee hours.

## OVERALL 91%
They're on a mission from God, and with this game they can't lose.

# FIRST SAMURAI

SIZZLER

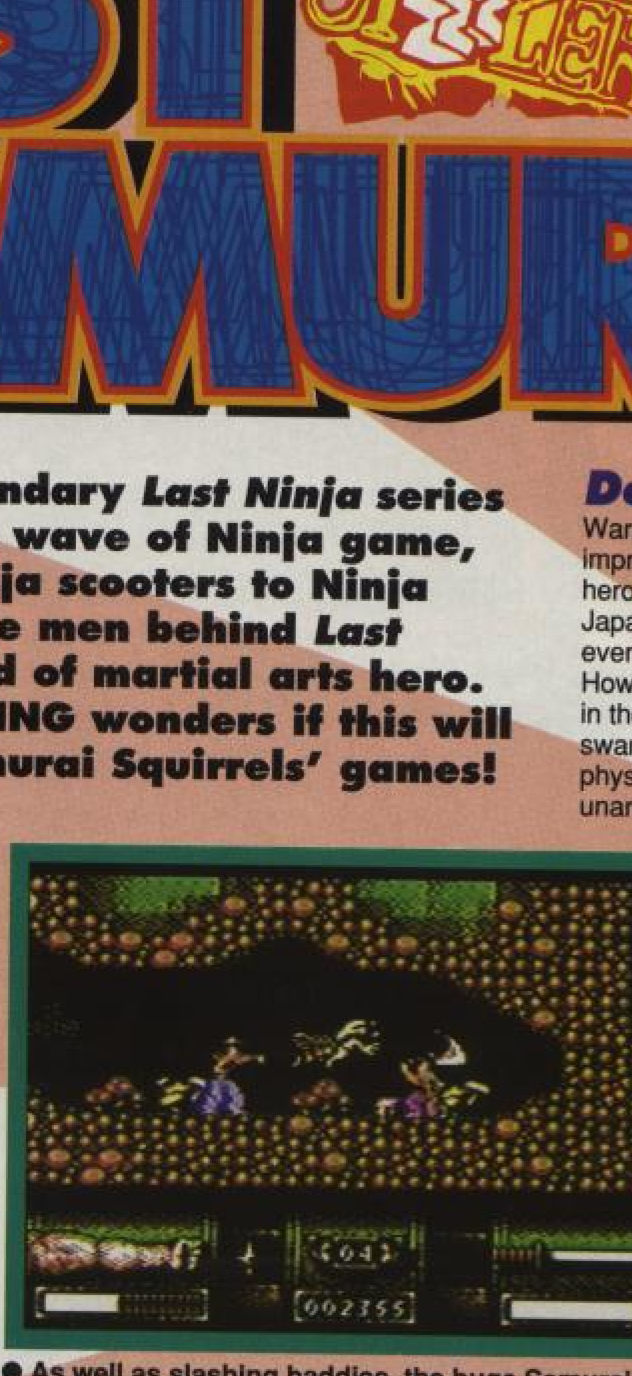
**Vivid Image, £TBA**

**The legendary *Last Ninja* series prompted a wave of Ninja game, with everything from Ninja scooters to Ninja rabbits! But now, from the men behind *Last Ninja*, comes a new brand of martial arts hero. PHIL 'SUMO SAMURAI' KING wonders if this will stimulate a surge of 'Samurai Squirrels' games!**

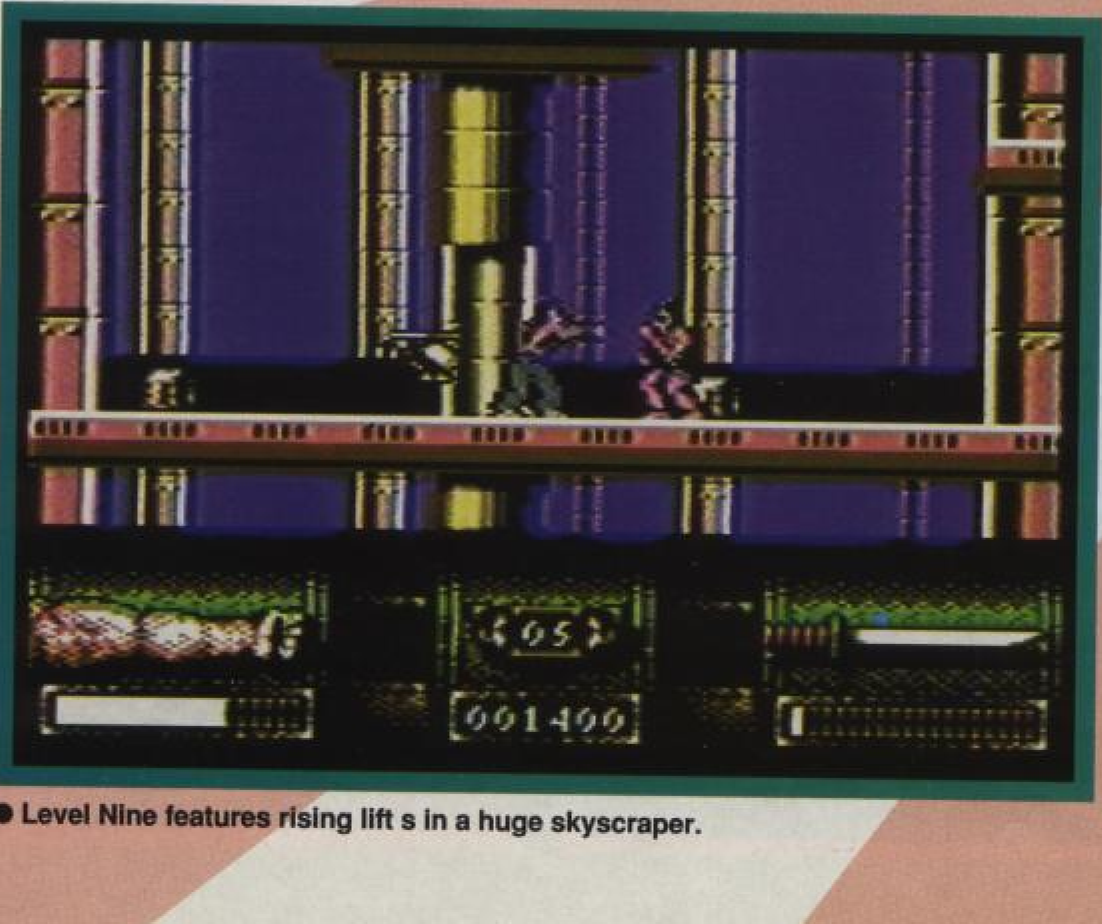
The plot of *First Samurai* rings a bell with yet another Ancient Japanese hero warping into the future to tackle a demonic villain. This time, though, there's not a Ninja in sight as the purple-trousered hero swings his Samurai sword into action.

He wasn't always so violent. Why, once he was a lowly tax inspector's assistant in an Ancient Japanese village. However, when his master was brutally murdered by the Demon King, he vowed revenge.

But how could he achieve this when the Demon King had transported far into the future? The young Samurai needed magical help, and he got it in the form of the powerful village Wizard who sent him forward in time to catch the dastardly Demon.



● As well as slashing baddies, the huge Samurai sword can be used to open chests.



● Level Nine features rising lift s in a huge skyscraper.

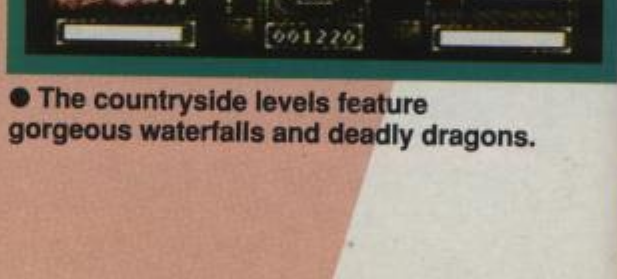
## Do the time warp

Warping into a magic pod (with an impressive swirling-spirit animation), the hero finds himself in some beautiful Japanese countryside — still very familiar, even though it's now the year 2323 AD. However, the Demon's presence is evident in the many mutated creatures which swarm around the Samurai, draining his physical energy on contact. At first, he's unarmed and uses a number of karate moves to kill the baddies.

By then collecting their floating spirits, the hero's magical energy is increased. When this is half full, he receives a magic sword — brilliantly animated with blur lines to give an impression of speed and fluidity. As well as despatching baddies it can be used to 'dig' through destructible walls in the landscape. Another function of the sword is that it saves the Samurai's life when he loses all physical energy — instead some magical energy is transferred to physical and the sword is lost.

As well as performing superbly animated combat moves the hero crouches, jumps and climbs walls while exploring the caverns of the multidirectionally scrolling first level. Like the others that follow it, this is truly vast — reminiscent of *Turrican*, as is the quality of the graphics. Amazingly, programmer Jon Williams has managed to duplicate the Amiga version's massive map.

Thankfully throughout there are more



● The countryside levels feature gorgeous waterfalls and deadly dragons.

I must admit to thinking 'oh lordy, not another bloody Ninja game' as the disk drive whirred industriously to itself while loading *First Samurai*. But I was forced to eat my words very quickly (washed down with a nice bottle of red wine — hic), 'coz the game's bleedin' brilliant. Though this isn't surprising since it was designed by Vivid Image, whose previous offerings include *Hammerfist*, *Time Machine* and *Last Ninja I* and *II*!

The Samurai is an amazingly agile little chap. At first he's only able to punch and kick, but once his mystic blade is summoned (from where I dread to think) plenty of slicing and dicing fun ensues. The animation on the sword especially impressed me, the way our lad swings his unfeasibly large weapon around makes yer eyes water (just you dare put anything here Phil). Each level is huge, a veritable cartographer's dream, and all of you who think that *First Samurai* is just another beat-'em-up are wrong. There are plenty of puzzles to exercise the old grey cells, and a plethora of collectable items to utilise. I'm just off to find my espadrilles and Samurai sword to join in the fun. Banzai dudes!





● **The Wizard's head appears to signal he can help you — if you ring his bell!**



● **Going for a train ride on Level 5. Fare dodging has never been so much fun — you even get to beat up the driver!**

magic pods to charge with magical energy to create a new restart point (if you die, this is where you start your next life from). Potions can also be found to return you to the last restart, saving a lot of backtracking while exploring. Teleporters also come in useful.

## Extensive exploration

The landscape must be meticulously explored to find magic chests, hacked open to reveal weapons (axes, daggers and a homing seeker) or special objects including a lamp (allowing you to see otherwise invisible chests) and a magic bell. The latter can be rung to summon the Wizard to help you bypass a large hazard such as a lava-spitting volcano — the Wizard's face appearing as a hint after the location's been visited several times.

The Wizard must also be summoned to allow the hero past the end-of-level hazard — after first collecting the necessary number of relevant objects. For example, on Level 1, logs must be collected to build a bridge across a ravine. This superhazard is followed by a the obligatory superbaddie, ranging from a fire-spitting dragon to mutant slime to a huge mechanical piston!

## Multiload magic

Considering the size of the first four countryside levels, it's absolutely astounding that they're all contained in one load! The next load has only one level, but it's set on a moving train with blurred scenery flashing past. Martial artists must be dealt with while climbing up walls, over the roof and kicking in the odd door or ceiling. Finally you get to beat up the driver!

The third load comprises three levels set in the city, ranging from plush modern offices to derelict buildings and sewers. The fourth and final load has two levels: riding lifts to reach the top of the Demon's skyscraper and a final stunning showdown with the evil King himself — he's scary!

The sheer scale of the game is beyond belief, but if you find the prospect of ten huge levels daunting, the good news is you don't go right back to the start when dead — you simply restart the load you're on.

As with *Last Ninja* the action's far from mindless combat. Real skill is needed to control the athletic hero's many moves, exploration (and mapping) forms a large part of the game, and of course there's the puzzle element of knowing what objects to use where and when to recharge pods and



● **This baddie must first be activated via the Wizard's spell, so you can fight him!**

use potions.

*First Samurai* is a truly epic adventure that should keep you playing for weeks on end. This could well be the *Turrican* of 1992!



**PRESENTATION 95%**
Clever multiload system has up to four levels per load, and you can restart on the same load when dead.

**GRAPHICS 96%**
The Samurai is superbly animated as he runs, jumps and climbs around the gorgeous multidirectionally scrolling scenery. The sword animation is stunning.

**SOUND 89%**
Atmospheric Oriental title tune and impressive FX.

**HOOKABILITY 94%**
Instantly playable swashbuckling action.

**LASTABILITY 97%**
Ten vast levels to explore and plenty of puzzles to solve. You'll be burning the midnight oil with this one!

**OVERALL 95%**

An Oriental stunner.

# ROLLING R

**Even though Ronald McDonald is an annoying barst, clowns are generally very amusing fellows with their pie-throwing, whacking each other with planks of wood and hilarious 'car that always falls to pieces' routines. One such red-haired and red-nosed character has become an errand boy to help the police find some missing jewels. MARK 'SHAVING-FOAM PIE' CASWELL investigates.**



● Ronny must get his skates on to avoid speeding lorries and cars. His objects are shown on the right and selected via the function keys.

## Virgin Games, £10.99 cassette, £14.99 disk

Ronny had always wanted to become a clown, for years he studied at the Fieldington Clowns College until 1982 when he graduated with a City and Guilds in pie-throwing and falling over. For many years he entertained the crowds, but one day Ron decided to become an Errand Boy. So with roller skates firmly laced our hero is about to take his final 'in the field' exam to earn his Errand Boy stripes.

Disaster strikes when a band of thieves nick the Fieldington Crown Jewels, but as luck would have it they dropped the lot as they escaped. For some reason the jewels are to be found in glowing boxes scattered around the game's nine scrolling levels. The police feel that an undercover agent would have a better chance of recovering the loot, so three guesses who the mug… erm, volunteer is (and the first two don't count).

The game begins with the obligatory option screen. Here you can choose to start a new game, continue a game (there are two continue-plays available per game) or view the high scores. Ronny starts the game with ten pence and four large pockets in which to store collectable items. The aim of each level is to retrieve all the jewels, and have enough money to pay the bus fare to the next level (at least a quid).

**'Ronny fires stunted salami sausages'**

But as Ron travels through the game, a myriad of nasty creatures attack without mercy ('coz it's her day off).

## Spicy sausages

Our lad isn't defenceless, though — he carries an unlimited supply of stunted salami (missus). These are very smelly meat missiles produced by the Fieldington Butchers Guild. But be warned, when you fling the projectiles you lose energy with each throw. Health is also a major concern, at the bottom of the status panel are a string of hearts. With each hit these deplete until Ron collapses in a heap, never to throw a shaving-foam pie again.

As mentioned before, collectable items come to Ron's rescue. These include money, health and energy bonuses, a time bonus (yes, each level is timed) and little surprise packages that could be anything. The salami isn't going to stop all the meanies, and to this end extra weapons/powers are available: superjump, powersneeze (smart bomb), stenchalizer (destroys all in its path), magnetofluct (attracts collectable objects) and megahonk (temporary invincibility). They may sound

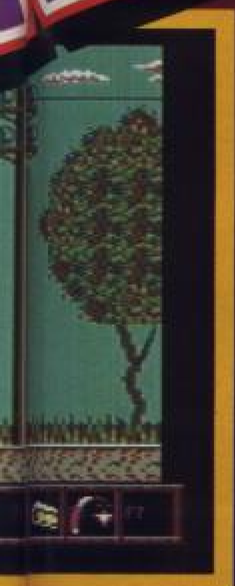


● Cor, she's a big girl! But watch out, she'll squeeze the life out of Ronny if he dares to touch her!



● Aha, someone's got a job for Ronny, but first a price must be negotiated.

# RONNY



strange but by gawd they work.

Ron has a tough time leaping around from ledge to ledge, and often there's no visible way to reach objects (much puzzlement ahoy). But patience does reap rewards and soon Ronny is on his way to catch the bus to Level Two. This takes our red-nosed hero to The Sewers where, in the stinking depths, plenty of evil creatures await your presence. Level Three is Shakespeare Park and isn't for the nervous; plenty of nasty surprises lurk around each corner.

Later levels see Ronny skating around Municipal Offices, Spencer Street, Fieldington Docks and finally Scotland Yard. You should have stuck with the circus Ron, life would have been much easier!



● Ron's doing well with lots of health hearts and the stenchalizer, magnetofluct and powersneeze.

**'Nasty surprises lurk around each corner'**

## Roll on Ronny

Platform games are as old as the proverbial hills, and no doubt many of you will say 'oh no, not another leap-around/collect-'em-up game'. But I'm here to tell you that *Rolling Ronny* is one of the best games of it's type I've played in many an aeon. Both the character and background sprites are a joy to behold, the animation is superb and the colours are bright and lively.

Make no mistake about it, the game is tough from Level Two onwards. Not only do you have to collect the glowing jewellery boxes, but an eye must also be kept out for cash and marauding meanies.

The usual mildly annoying multiload rears its ugly head on the tape version: every time you die you have to rewind the tape to zero and start again. But the saving grace here is the continue option that allows you to carry on the level where Ron met his demise.

*Rolling Ronny* is a platform freak's dream — get your skates on and whizz down to your local computer shop now!



**It's** a fairly regular platform game, sure, but I found *Rolling Ronny* hard to leave alone. The ability to hold several objects at once, deciding when best to use them, adds a tactical element to the otherwise simple, but compulsive, run-and-jump action. I also like the way you can barter for more money for errands — for which you have to find the right house to deliver to. Experienced gameplayers might find the early levels a bit too easy, but there's plenty to see and do with lots of bonuses to find. The presentation is very slick with a nice 'How To Play' screen showing what all the objects/icons are. The one fly in the ointment is the annoying multiload, but a continue option reduces the frustration. Overall, well worth giving a roll.





● Fit as a fiddle, Ron runs and jumps for joy. What a lovely chappie!



● Uh oh, Ron's just snuffed it. He starts his next life being lifted up, up and away by a beautiful balloon.

**PRESENTATION 86%**
Annoying multiload, eased by two continue-plays. Nice title and 'how to play' screens, plus amusing instruction manual.

**GRAPHICS 88%**
Colourful with some nice varied backdrops and psychopathic creatures.

**SOUND 86%**
Good title tune and hummable in-game ditty.

**HOOKABILITY 85%**
Very easy to get into, early levels aren't that difficult.

**LASTABILITY 86%**
Multiload may put some off, but this is balanced by the ease of the first few levels.

**OVERALL 87%**
Unoriginal but great fun.




● G'day mate, got any XXXX? It's hard yakka skateboarding oround the same old course again and again.

**Impulze, £10.99 cassette, £15.99 disk**

# NEIGHBOURS

The soap that's done more to damage British pop than Jive Bunney, been condemned by the Tories and made Australia almost trendy (despite Rolf Harris!) has finally been converted to the C64. When conversion began, Neighbours ruled the roost of Aussie soaps, but after endless wrangles with the BBC most of the good characters have left and even Young Doctors seems more hip!

In the game you play the part of Scott Robinson and his skateboard, in a wacky race against a choice of past and present Neighbours characters around various locations in Erinsborough. Opponents include Charlene who has tuned up a Go-Kart from Jim Robinson's garage, Mike Young on another skateboard, Henry in his souped-up Tractor Lawnmower, and sneaky Matt Robinson who's borrowed Mike's motorbike.

## Popularity stakes

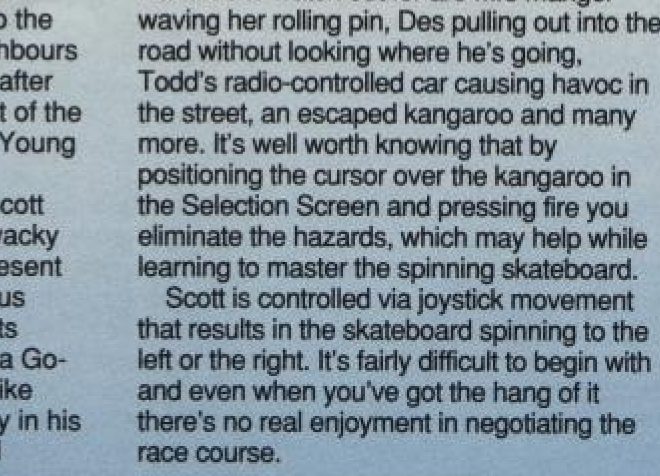
The aim of the game is to keep Scott's popularity high, whilst reaching the highest possible race position. A Popularity Meter incorporated in a large Neighbours logo at the bottom of the screen enables you to keep a check on what the viewing audience think of Scott. To increase your popularity it's a good idea to pick up pieces of rubbish, but you decrease your popularity by colliding with the popular characters. If Scott's popularity drops below zero he's automatically dropped from the series, and the game thankfully ends. (I thought the aim of the game was to increase popularity and leave for the UK!)

Harold's set up gates to mark the race track and you must avoid colliding with them, your opponents and the hazards. Miss a gate and you won't be able to win the three-lap race, allowing progression to the next. If you successfully complete a race you simply do the same course in reverse — there's only one race track!

## Good neighbours!

Hazards to watch out for are Mrs Mangel waving her rolling pin, Des pulling out into the road without looking where he's going, Todd's radio-controlled car causing havoc in the street, an escaped kangaroo and many more. It's well worth knowing that by positioning the cursor over the kangaroo in the Selection Screen and pressing fire you eliminate the hazards, which may help while learning to master the spinning skateboard.

Scott is controlled via joystick movement that results in the skateboard spinning to the left or the right. It's fairly difficult to begin with and even when you've got the hang of it there's no real enjoyment in negotiating the race course.




● Down, Bouncer! I can't play with you now.

**Here** it is at last, the computer conversion of our friends at Ramsay St. It all starts with that infuriating theme tune ringing in your ears. In fact this suits the game very well... it being equally tedious. It's graphically embarrassing, and is so predictable to play, you'd probably rather watch the real thing! After battling with the awkward control of ol' 'Dono', you progress through frustration, despair and eventually boredom as the game goes on. Be warned: by playing this you could develop violent tendencies towards your 64 — watch out.

Zeppelin have produced plenty of truly excellent budget games, unfortunately this is dire at any price and bears exceedingly little relationship to the soap itself. Save yourself and your machinery by buying a decent game and sticking on a Neighbours logo yourself.



To enjoy this game you need a superb imagination as the graphics are inaccurate and bear no resemblance to the Aussie soap. There's no thought to the laws of perspective (ie space behind fences) and unrecognisable sprites in brash colours are standard for a budget game, not full price. If the game wasn't in a Neighbours package it's unlikely you'd associate the monotonous gameplay with the TV soap at all. (Or perhaps you would!)



**PRESENTATION 31%**
Choice of obstacles on/off and number of opponents.

**GRAPHICS 35%**
Unrecognisable characters in brash colours. Race course is basic.

**SOUND 44%**
The familiar old Neighbours tune as an intro, but in-game sound is very sparse.

**HOOKABILITY 33%**
Skateboard is difficult to master and gameplay is dull.

**LASTABILITY 28%**
The lack of variety will slowly drive you mad.

**OVERALL 31%**

Come back Rolf, all is forgiven!

# BLITZ!

• Loads of games for not much cash!




## JONNY QUEST

***Hi-Tec, £3.99***

I must confess arcade adventures aren't my favourite type of games, especially ones with titles that sound like a trip to the chemist for a packet of three! In *Jonny Quest*, the evil Dr Zin (aargh!) has kidnapped your father, Dr Benton Quest, and is forcing him to build a laser which he'll use, of course, to take over the world. And how do you set about freeing him? Well you start by exploring a rabbit warren to retrieve a key...(?)

*Jonny Quest* promises much, but patchy execution makes it only slightly better than average. The graphics are well drawn and animate adequately, but the sound effects leave a lot to be desired. The game is very friendly in its layout, with an option to run rather than walk (nothing worse than a slow arcade adventure), and the system for holding and using objects is fine, but the problems just aren't interesting enough — find a key to open the door, use the torch to light your way, etc etc.

Although your sprite is human, he's capable of performing standing leaps that would tax a very athletic frog. This is all very well, but when you land, your energy bar goes down. WHY? Who can jump high enough to injure themselves on landing?

An on-screen scoring system in percentage form gives you the incentive to continue, as you know exactly how far you've come, how much further you need to go, and whether or not your performance has improved. Even so, with only one life and no game save or password system, you will quickly get bored with the first few screens.

*Jonny Quest* will appeal to arcade adventure fanatics, but I'm afraid it didn't impress me. It's not bad value at budget price, but think before you buy.

**OVERALL 78%**

## DOUBLE DARE

***Alternative, £3.99***

Oh dear! TV quiz games never look as good on the Commodore as they do on the box, do they? The logos are there, bad reproductions of the theme tune, and maybe a digitised picture of the host, but it's still not the same, is it? *Double Dare* is no exception.

I suppose the one thing in its favour is that it closely follows the Peter Simon TV show. Two teams each with two players are depicted, you play the red team, and either the computer or a friend plays yellow. The presenter asks a question, and you are offered three alternatives. If you get it right, you get another question. If not, play passes over to the other side. If unsure, you can 'dare' the other side to answer, but they can always 'double dare' it back, forcing you to either answer yourself or take a




## SUPER SEYMOUR

***Code Masters, £3.99***

Finding the Commodore 64 versions of old arcade classics is getting harder every day. All those wasted hours grubbing through market stalls in the pouring rain, endless visits to dodgy second-hand software emporiums, and when you get the game you were after you find the previous owner recorded the Top Forty over it! Well if one of the games you're after is the old Elite conversion of *Bombjack*, worry no more — those awfully nice Codies have very thoughtfully produced a very similar game.

Fresh from his adventures in *Seymour Goes To Hollywood*, Seymour is given his first starring role in a major film, *Super Seymour Saves The Planet* (David Icke failed the audition). Donning the obligatory cape and mask, Seymour leaps through the air and runs across the platforms, gathering the toxic waste, watching out for the multitude of baddies, and generally kicking serious ass.

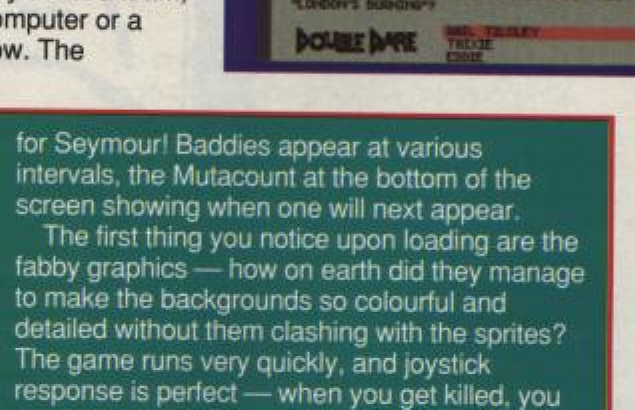
As with *Bombjack*, each level is played on a single screen which you must complete to advance to the next. A single toxin icon flashes until collected, causing the next to flash, and so on. Flashing toxins are worth more points than their dormant counterparts, and there's a big bonus if you collect them in order!

And this is where *Bombjack* and *Super Seymour* part company. Unlike the former, there are several types of baddies, and if you're fed up of having them chase you round the screen, you can get your own back and jump on them! Be careful, though — each baddie needs to be killed in a different way; get it wrong and it's curtains for Seymour! Baddies appear at various intervals, the Mutacount at the bottom of the screen showing when one will next appear.

The first thing you notice upon loading are the fabby graphics — how on earth did they manage to make the backgrounds so colourful and detailed without them clashing with the sprites? The game runs very quickly, and joystick response is perfect — when you get killed, you can only blame yourself! Although tricky at first, you soon get the hang of it — when you do, it's impossible to put down.

*Super Seymour* is a superb game. The Codies have once again taken an old theme, updated it in their own inimitable style, and the result is a game that looks and plays far better than the original. With so many so-called updates of old classics on the full-price scene (most of which are exactly the same game as before with a few bad gimmicks thrown in), it's great to see a game like this on budget. Buy or die.

**OVERALL 94%**



challenge.

The questions are pretty dire. Unlike the TV programme, they all seem to be about entertainment, and you quickly get bored with endless book and film questions. There's very little else on offer. If you don't know the answer, try the first choice — you'll be right more often than you ought to be! Also, several of the questions are already out of date, eg referring to characters from soaps that have long since departed.

The challenges are fairly interesting, but certainly nothing special. There's a *Split Personalities*-style sliding block puzzle with famous faces to rearrange, and *Simon*-style sequences of lights to copy — fun, but not worth buying the game for.

Graphics and sound are terrible — the shapes the presenter contorts his mouth into when asking a question are indescribable, so I won't bother trying to describe them!

The second (multiloaded) part is the assault course, which is basically an unimaginative run-around-collecting-things game, but at least the background tune's OK.

At the end of the day, *Double Dare* is poor value for money. Die-hard fans of the TV programme might get some mileage out of it, but no-one else will.

**OVERALL 55%**




## BUBBLE DIZZY

***Code Masters, £3.99***

The egg-stremely romantic Dizzy was planning to give his girlfriend Daisy a lovely pearl necklace for St Valentine's Day. But on the boat trip home, he discovered the ship was captained by that cholestorol-hating pirate, Captain Blackheart who took the pearls and forced Dizzy to walk the plank!

This animated scene introduces the first level with Dizzy sinking to the bottom of a vertically scrolling underwater cavern (I always thought eggs floated!). The only way our ovoid hero can get back to the surface is by hitching a ride on the bubbles which float from the sea bed. The trouble is that these soon burst, so Dizzy must keep leaping onto new bubbles or handy rock ledges which also hold valuable pearls.

Dizzy hasn't got much time to collect these, though — he must return to the surface before his oxygen runs out. This is exhausted even faster if he steps on any sharp spikes, or runs into any of the sea creatures swimming around. These gradually get more vicious and intelligent on successive levels — the 'homing' octopus is very tricky to avoid.

There are only ten levels, but the later ones are certainly challenging with ever-narrower channels to squeeze through — complete all ten caverns and you get to do them all over again but with less oxygen.

It may not rank with Dizzy's previous epic arcade adventures but *Bubble Dizzy* is a fun, well-designed little game, slickly presented with colourful scrolling caverns and a couple of jolly tunes. Definitely a good egg!

**OVERALL 82%**




## LAST NINJA 2

***The Hit Squad, £3.99 (Rerelease)***

This true milestone in C64 software takes the Ancient Japanese martial arts theme of its predecessor to present-day New York, with the hero Ninja chasing the evil Kunitoki through a time warp.

He arrives in a bandstand in Central Park which is populated by karate-mad corrupt police as well as the usual muggers. These are fought with a variety of punches and kicks — both combatants' energy is shown by decreasing spirals.

It's not all mindless fighting though. The game's substantial puzzle element consists of collecting useful objects and activating switches to allow you through the exit. Six more levels take the hero through dangerous streets, rat-infested sewers, a drugs factory, offices (with martial-arts-mad secretaries!), a secret island, and a temple where you finally go head-to-head with Kunitoki.

All these flickscreen levels are portrayed in stunning isometric 3-D, with an incredible attention to detail in the varied scenery — some of the finest graphics ever to appear on the C64. Sound is also very good with 12 different tunes adding to the atmosphere.

Naturally Issue 41's reviewers were ecstatic, awarding it a Sizzling 94%. Gordo's comments were typical: '…a game which is both faultless in appearance *and* playability. The numerous locations which you visit are even better drawn than the original's, with much more colour… the scope of these graphics is huge, and puts the heroic ninja in many situations, from leaping to catch a helicopter which then whisks him away to the shogun's island, to battling a Samurai secretary on the narrow ledge of a skyscraper. *Last Ninja 2* is a brilliant combination of martial arts combat and arcade adventure puzzles, and as such, is unmissable by fans of either genre.'




That about said it all, and the game has aged remarkably well. It's already appeared on several compilations, but if you still haven't got it, this budget rerelease is a must.

**OVERALL 95%**

## RAINBOW ISLANDS

***The Hit Squad, £3.99***

The sequel to the classic *Bubble Bobble* coin-op turned Bob and Bub from bubble-blowing dinosaurs back to human form. Graftgold's C64 conversion omitted the coin-op's simultaneous two-player mode but was superb in every other respect.

Each of six rainbow islands has a theme, such as toys or vampires, and comprises three vertically scrolling levels plus a superbaddie confrontation. Bub must beat a rising water level and climb to the top by jumping onto platforms or firing several magic rainbows to make a staircase. These can also be used to kill baddies and to collect bonus fruit and objects, by firing a rainbow over them and jumping on it. Special objects offer double/triple rainbows, running shoes for extra speed. There are also gem stones — collect all seven colours for a special bonus.

The ZZAP! review in Issue 53 arrived several months before the game — Firebird were originally to have released it, but a clause in the licensing agreement resulted in the same Graftgold conversion eventually appearing on the Ocean label. By then we reckoned it was probably worth a Gold Medal, rather than the original Sizzler.

It was an incredible technical achievement, as Randy explained: 'Graftgold have had to write a full conversion of a 2Mb arcade machine for a 64K home computer. And it works. Well. Gameplay is furiously addictive… everything moves so quickly, too, considering the number of objects on screen at one time.' It also earned the ultimate accolade from Phil: 'It looks good. It smells good. By golly it tastes good too!'



If you somehow missed *Rainbow Islands* first time around, *and* the numerous compilations on which it's appeared, go and buy it now! You won't be disappointed.

**OVERALL 96%**

## GREG NORMAN'S ULTIMATE GOLF

***GBH Gold, £4.99***

What's this? GBH charging an extra quid for a budget game? Still, I suppose we can forgive them if it's good enough…

The first thing you notice about *Greg Norman's Ultimate Golf* is the host of options it offers. Up to four human or computer players can participate in either a singles or doubles match, choosing either matchplay or strokeplay rules. The skill level of each computer player is determined by experience, stance, grip, swing, and fitness, factors which can also be set for human players to set a handicap.

The course is viewed in full 3-D; the fairway covered with a square grid, making it's contours easier to make out. Beware the inevitable trees and bunkers, not to mention lakes! An overhead map shows the entire hole, and is accompanied by an information display showing wind speed, distance from hole, weather conditions, etc. A shot is taken using the standard *Leaderboard*-style stop-the-power/hook-and-slice meter.

*Ultimate Golf* is a damned good game, but is one flaw short of being 'ultimate'. The 3-D view inevitably takes time to draw, and has to be redrawn every time you use one of the option screens! This is a big disincentive to using them, which is a pity — they're really rather good! Still, golf was never a game for the impatient, and *Ultimate*'s sheer playability makes it well worth a fiver.

**OVERALL 79%**



## COMING SOON

**Yes way! The nation's best-loved C64 games mag marches on in its inimitable style with the excellent March issue. You simply can't afford to miss the triumphant Issue 82 'coz…**

**ALLEYKAT RACES IN!**
For all those who love a good blast, the classic Andy Braybrook shoot-'em-up **AlleyKat** is on marvellous Megatape 26. It's fast, it's spectacular, make sure you don't miss it!

**MAKE YOUR OWN MAG!**
Writing your own fanzine can be great fun (as staff of a certain rival 'mag' already know!), but how do you start and what do you need? **ZZAP!** tells you exactly how to do it in the first of a regular series which will also cover useful utilities and hardware add-ons.

**GETTING ADVENTUROUS**
Enjoying **Nythyhel** on this month's Megatape? Next ish, Boris Myashirov rounds up the latest adventures and talks exclusively to a legend amongst adventure writers.

As ever, the unbeatable **ZZAP!** is jam-packed with all your fave regulars including: mouth-watering competitions, hilarious and informative letters in Rrap, the latest tips from Corky, reviews of the latest public domain demos and games, and all the latest news and previews in Stuff.

The one and only **ZZAP!** Test is applied to loads of new games including ***Space Gun, G-Loc, Graham Gooch Cricket, PP Hammer, Oops Up!, Famous Five, Die Hard 2, Potsworth, Over The Net, Cover Girl Poker, Brides Of Dracula, Fuzzball*** and ***Alien Storm.***

And for those readers who, like Phil, aren't that fast on their feet any more, why not place a reservation for **ZZAP!** Issue 82?, on sale 27 February. Catch it before it sells out!

**Dear Newsagent, I would be emotionally, intellectually, yes, even spiritually indebted to your good self if you could find in your heart to reserve me my very own monthly copy of that ever-wonderful, living, growing games-playing bible ZZAP! 64, starting with the March issue, on sale 27 February.**

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The editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either EuroPress Impact or any of the companies offering prizes, may enter one of our competitions — and that includes Fuzzies and mice!




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